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OFFICIAL GAME GUIDE

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NINJA GAIDEN II

PRIMA GAMES

BASED ON A GAME RATED BY THE ESRB M MATURE 17+

TECMO

Team NINJA

PRIMA Official Game Guide

Written by Bryan Dawson

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Bryan Dawson has been writing about games for well over a decade. He has written for AOL, IGN, *Business Week*, and many other notable publications. He's also been a competitive gamer for quite some time. Focusing his skills on fighting games, Bryan has been a well-known name within the fighting game community for many years. In addition to writing guides for Prima, Bryan is a Senior Writer for the Championship Gaming Series and continues to write freelance for AOL. When he's not writing, Bryan can be found enjoying a game of *Tekken*, *Virtua Fighter*, or *Final Fantasy XI*.

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Contents

Part 1: Introduction ____ 4
Part 2: Control Key ____ 5
Part 3: The Way of the Ninja ____ 6
Part 4: Ninja Items ____ 10
Part 5: Ninja Weaponry and Ninpo ____ 12
Part 6: Ninja Training ____ 27
Part 7: Ninja Enemies ____ 31
Part 8: Path of the Ninja ____ 42
Chapter 1: Sky City Tokyo ____ 43
Chapter 2: The Castle of the Dragon ____ 48
Chapter 3: Thunderclap of Catastrophe ____ 54
Chapter 4: A Captive Goddess ____ 60
Chapter 5: The Aqua Capital ____ 67
Chapter 6: The Lycanthropes' Castle ____ 72
Chapter 7: The Flying Fortress Daedalus ____ 79
Chapter 8: Submit, or Die! ____ 85
Chapter 9: Heart of Darkness ____ 91
Chapter 10: The Temple of Sacrifice ____ 100
Chapter 11: A Tempered Gravestone ____ 106
Chapter 12: Quickening Devastation ____ 112
Chapter 13: The Underworld Abyss ____ 118
Chapter 14: Poisoned Blood ____ 121
Part 9: Crystal Skulls ____ 128
Part 10: Boss Battles ____ 131
Part 11: Maps ____ 145

Part One: Introduction

It has been a long wait for *Ninja Gaiden* fans. *Ninja Gaiden* released on the Xbox in early 2004, followed by *Ninja Gaiden Black* on the Xbox and *Ninja Gaiden Sigma* on the PlayStation 3. Now, the true sequel to the Xbox original is upon us, with 14 chapters of explosive ninja action and 25 missions unlocked after completion of the main game.

Ryu Hayabusa has learned a few new tricks since the original game on the Xbox. This guide not only helps beginners learn the ways of the ninja, but also allows experts to learn and master the new techniques as quickly and easily as possible.

BACKSTORY

Long ago, before history began, darkness enveloped the world. The Lord of all Fiends, the Archfiend, let loose his evil minions, and humanity's wails of pain and sorrow filled the air.

All seemed hopeless, until the earthquakes began. The ground split, and from its depths, Dragons emerged. Ferocious and wild, they tore at the roots of evil. The bravest humans joined the fight, and together, they drove the Archfiend deep into the earth, locking him away forever.

Their duty done, the Earth Dragons departed and the ground closed behind them. But those warriors who fought beside the Dragons vowed to stay vigilant against the threat of evil. These warriors were so fierce that they soon became known as Dragons themselves. Members of their bloodline, called the Dragon Lineage, have protected our world ever since.

As the modern descendents of the Dragon Lineage, the Hayabusa Ninja Clan still upholds their ancient oath. Their village, hidden among the mountains of Japan, guards many precious artifacts vital in the war against evil.

Above all else, the Hayabusa Ninja Clan treasures the Dragon Sword. Carved from the fang of a Dragon, this sword hungers for the blood of Fiends, and the Dragon Lineage has always kept it well fed. Passed down through the eons to the current heir, the Dragon Sword now rests in the grip of the young but deadly Ninja, Ryu Hayabusa. It is considered one of the most powerful weapons in existence, but its true strength now lies dormant, waiting to be reunited with the legendary Eye of the Dragon.

Hayabusa Village's most dangerous and dreaded artifact, however, is the Demon Statue. Though the details are lost to legend, the Demon Statue helped seal the Archfiend within his earthly prison and banished his Greater Fiends to eternal slumber. For this reason, the Hayabusa Ninja Clan guards the statue with their lives. They do not dare to imagine the hell unleashed if the Demon Statue ever fell into the wrong hands...

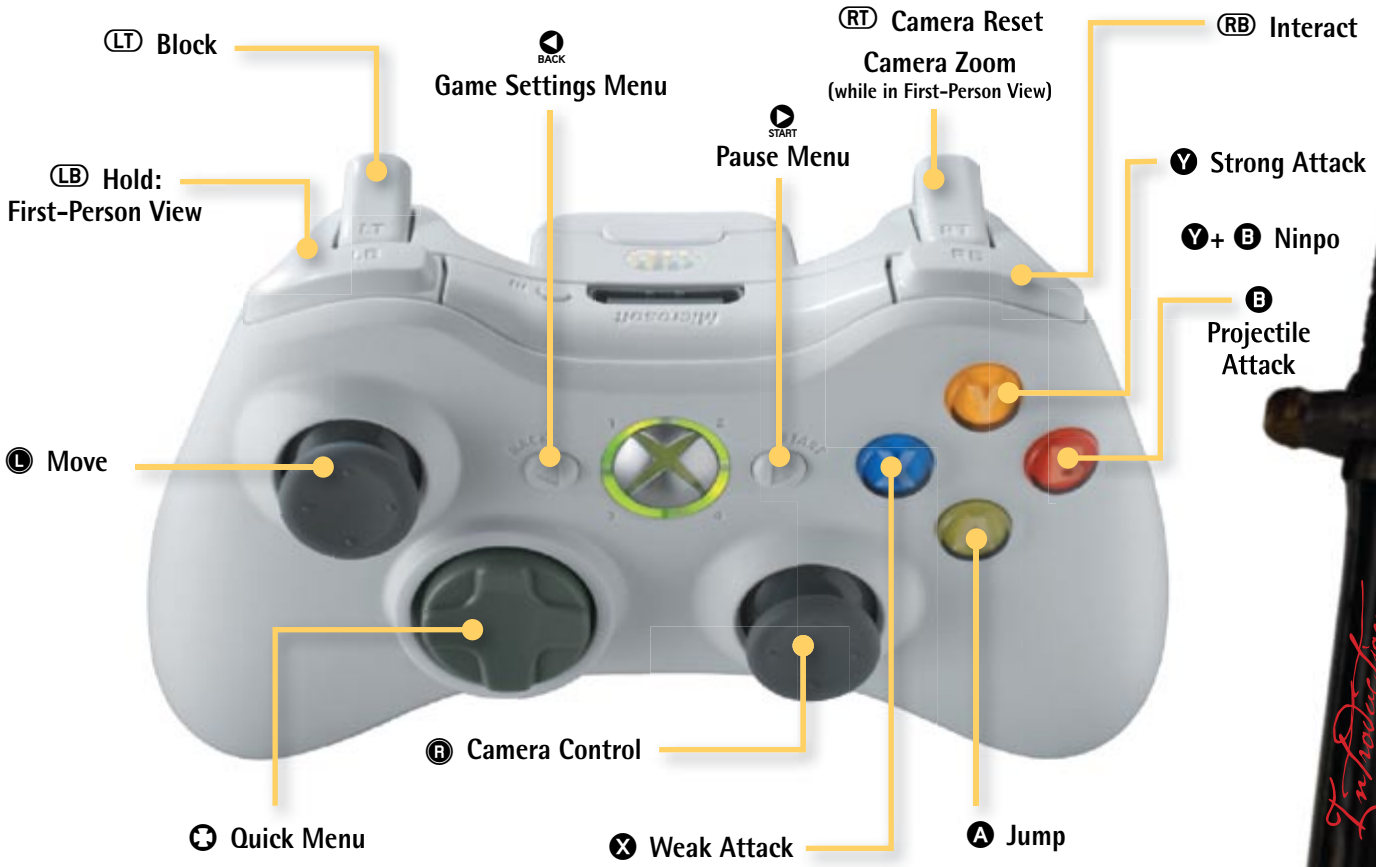
Part Two: Control Keys

There are multiple controller configurations available in *Ninja Gaiden II*. Use whichever configuration feels best to you. However, for ease of use this guide refers to the default controller configuration.

Default Controller Configuration

Action	Notation
General Movement	L
Camera Control	R
Camera Reset	RT
Camera Zoom	RT During First-Person View
First-Person View	Hold LB
Weak Attack	X
Strong Attack	Y
Projectile Attack	B
Ninpo	Y+B
Jump	A
Block	LT

Action	Notation
Wind Run	X+A
Guillotine Throw	X+A While Jumping Near Enemy
Counterattack	LT+X or LT+Y When Attacked
Escape	Rapidly Press A,B,X,Y,◀R or R▶
Obliteration Technique	Y Near a Wounded Enemy
Ultimate Technique 1	Hold Y or B Until Hayabusa Glows Blue
Ultimate Technique 2	Hold Y or B Until Hayabusa Glows Red
Dive Underwater	Hold A
Swim	A
Run on Water	Repeatedly Tap A
Interact	RB
Quick Menu	✪
Game Settings Menu	BACK
Pause Menu	START
Equip / Select Item	A In Menu Screen



Part Three: The Way of the Ninja

Before you can become a master Ninja and expertly slash your way through *Ninja Gaiden II*, you must first understand several basics about Ryu Hayabusa and his various abilities. This chapter covers everything you need to learn the more advanced Ninja techniques that are required to complete the game.

GAME BASICS

QUICK MENU

Use the digital pad ✪ to pause the game, use certain items, and change your current melee/projectile weapon or Ninpo spell. When fighting against a large number of opponents, the quick menu allows you to make changes without losing focus. This is especially useful during boss battles when it may be necessary to use a health item while being attacked.

HEALTH GAUGE

The health gauge indicates how much health Hayabusa has at any given time. There are three different indicators within the health gauge. The blue-colored bar indicates Hayabusa's current health level. When the blue bar is depleted, Hayabusa is dead. A brief flash of red indicates the damage Hayabusa sustains from an attack. The lasting red portion indicates lasting damage (health that cannot be restored automatically). The black on the health gauge is the empty area of the health gauge that is not filled by the blue health or the red lasting damage. The black area is automatically filled in with blue health once combat is over. The larger the red bar grows, the smaller the blue bar becomes. However, various health-related items can restore lost health, including the black bar areas. During battles, keep a close eye on Hayabusa's health gauge and use health-restoring items as needed.

HEALTH REGAIN

At the end of each battle the black area within Hayabusa's health gauge is automatically replenished. This makes *Ninja Gaiden II* unique in that Hayabusa can die if he takes too much damage during a battle, but a skilled player who pays close attention to the health gauge can save healing items by allowing the health regain ability to replenish Hayabusa's health gauge at the conclusion of a battle. There are many instances in the game where you must fight multiple enemies or groups of enemies without the ability to replenish your stock of health items. This is where the health regain ability is most important as it can replenish your health between battles without the use of an item.

KI GAUGE

The Ki gauge indicates how many times Hayabusa can use Ninpo magic. When you learn the first Ninpo magic spell, Hayabusa has three Ki gauge flames, indicating three uses of Ninpo magic. The Spirit of the Devils item adds one additional flame to the Ki gauge.

WEAPONRY

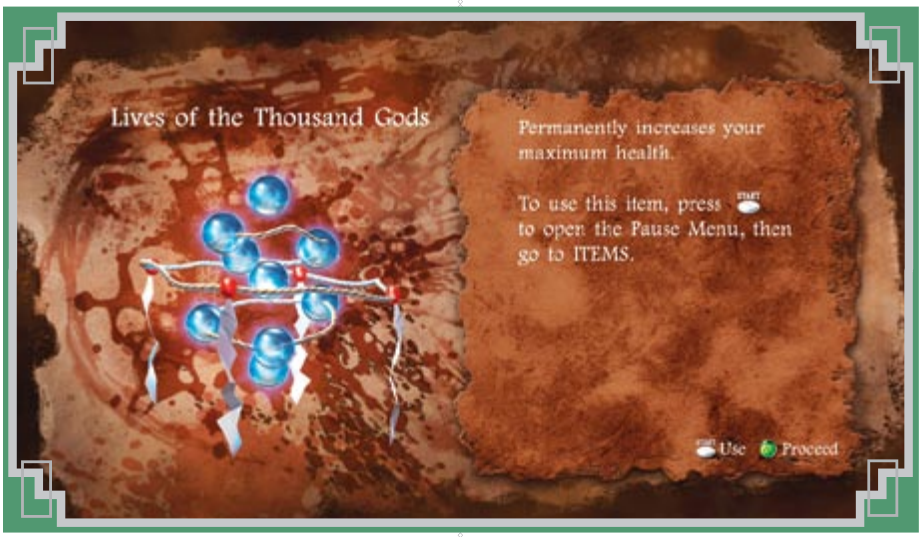
Throughout the game, Hayabusa comes across a multitude of weapons, both melee and projectile. The attack range, power, and speed varies from weapon to weapon. Projectile weapons vary in the amount of ammunition Hayabusa can hold. Some have a limitation, while others allow for an infinite supply of ammo. Therefore, each weapon has a different use depending on the type and number of enemies you fight, in addition to the surrounding environment. A weapon with long range is less useful in close quarters than when fighting in an open area.

ITEMS

Hayabusa will come across a wide variety of items as he travels the world. Some items replenish Hayabusa's health or Ki gauge, while others may be used to open doors or solve puzzles. Many items, such as the Herb of Spiritual Life, can be restocked at the Muramasa Shops, while some, such as the Jewel of the Demon Seal are rare and should be used only when necessary or after careful thought.

BOSS BATTLES

There are two types of boss battles in *Ninja Gaiden II*. The first is the mid-boss battle where Hayabusa must face off against an opponent that is much stronger than the average enemy. The second is a final boss battle that concludes the current chapter of the game. Most bosses cannot be stunned by Hayabusa's strong attacks, and can counter-attack or parry at will. Each boss must be fought with a specific strategy in order to defeat them with the least amount of damage inflicted on Hayabusa.



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NOTE

For specific boss battle strategies refer to the Path of the Ninja and Boss Battles chapters.

SAVE POINTS

Dragon Statues are scattered throughout each chapter. These statues allow you to fully replenish Hayabusa's health gauge and save your progress. Each Dragon Statue can replenish Hayabusa's health gauge only one time, but the save function can be accessed repeatedly. If there are any enemies near a Dragon Statue, they must be defeated before you can access the save point or restore Hayabusa's health gauge. If the save method is set to manual in the options menu, there are 20 save slots available. If the auto-save feature is enabled there is only a single save slot available.

CONTAINERS AND CORPSES

Throughout the game, you will come across containers and corpses of dead enemies. Examine these to find various items, ranging from ammunition for projectile weapons to health and Ki-related items. Some containers and corpses are located in remote areas, so explore each chapter to ensure that you do not miss these free items.

MURAMASA SHOP

At various locations within each chapter, Hayabusa can access the Muramasa Shop and use Yellow Essence to restock on various health and Ki-related items. Ammunition for Hayabusa's projectile weapons can also be purchased from the shop, and certain shops have the ability to upgrade Hayabusa's melee weapons from Level 1 up to Level 3. While some items can be found for free in containers or on corpses, it is best to restock your items fully at every Muramasa Shop to avoid lacking an item at a crucial time, such as a boss battle.

ESSENCE

You will come across three different types of Essence as you progress through the game. Yellow Essence is the most common and represents the in-game currency of *Ninja Gaiden II*. Red Essence is very rare and replenishes Hayabusa's Ki gauge. Blue Essence replenishes Hayabusa's health gauge. Most enemies drop Essence once they have been defeated, but it can also be found in containers. In addition, if a container holds an item that you do not have room for in your inventory, the item in the container is replaced by Yellow Essence.

KARMA

Your karma score is a rating of how well you perform during combat. Every time you defeat an opponent you receive karma points. You will receive a bonus to your karma points by consecutively defeating multiple enemies, executing combos, and using special techniques such as the Obliteration technique. At the end of each chapter your karma score is added to the total number of kills, Essence collected, Ninpo magic remaining, and completion time to calculate your Ninja ranking.

Karma Score Bonuses

Killing Spree – 3000
Instant Kill - 3000
Obliteration Technique – 3000
Ultimate Technique 1 – 2000
Ultimate Technique 2 - 5000
Enemy Kill – 1000+
Combo Hit Total x 100

NOTE

The Instant Kill bonus is doubled if you kill multiple opponents with a single attack. For example, if you kill two opponents with a single Flying Swallow technique, the Instant Kill bonus is 6000 instead of 3000.

Chapter Completion Bonuses

Kills x 100000
Essence x 10000
Ninpo Remaining x 10000
Play Time
Total Karma Score

NINJA ARTS

ATTACKING

There are two different kinds of attacks in the game: weak and strong. Weak attacks do not inflict much damage, but they execute quickly. Strong attacks take longer to execute than weak attacks, but they inflict more damage and can stun many enemies, preventing them from attacking. Each weapon in the game has a variety of weak and strong attacks, which change based on the current level of the weapon and Hayabusa's positioning. It is also possible to attack with projectile weapons or Ninpo magic.

DEFENDING

Hayabusa has multiple ways to defend or avoid enemy attacks. He can block an attack (while blocking he can dodge in any direction or counterattack), and he can jump to avoid many projectile attacks. Some defensive measures are better than others depending on the situation. However, when you're in a pinch, blocking should be your first reaction as it will stop a vast majority of attacks from inflicting damage to Hayabusa. In addition, many of Hayabusa's defensive abilities are initiated while blocking.

COMBOS

It is possible to chain together a series of strong and weak attacks to create a combo. Against most enemies, combo attacks cannot be interrupted if any of the attacks in the combo string connect. However, some of the more powerful enemies can interrupt Hayabusa's combo attacks with a counterattack or parry. Strong and weak combo strings have similar properties to strong and weak singular attacks. Most strong attacks used in combos briefly stun an enemy and are much less likely to be counterattacked or parried by stronger opponents. Weak attacks used in combos execute faster than strong attacks, but are more susceptible to counterattacks and parries.

NINPO MAGIC

There are four Ninpo techniques that Hayabusa can learn throughout the game. To use a Ninpo technique, first find the scroll associated with it. Upon learning a Ninpo technique, Hayabusa can use it at any time, providing he has available Ki. Each technique starts at Level 1 and can be upgraded with a Jewel of the Demon Seal item to reach a maximum of Level 3. Ninpo magic is best used against a large number of enemies or during a boss battle.

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ENEMIES

Hayabusa battles against a wide variety of opponents throughout the game. Some opponents are standard Ninjas. These lesser enemies are generally stunned by weak attacks and can be quickly defeated with one or two combos. Stronger enemies, such as demons, appear as you progress through the game. These stronger opponents are more difficult to kill, as their attacks can stun Hayabusa and sometimes cannot be blocked. It is important to identify the enemies you are facing to ensure you use the best tactic to dispatch of them.

HANGING AND SWINGING

When there is a long crevice to cross, there are times when Hayabusa must use his surroundings to continue on his journey. If there is a tree branch or a pole of some sort, Hayabusa can jump to it and hang or swing from it. He can also swing from pole to pole to cross wider crevices. There are many instances throughout the game where it may seem as though there's no way to continue. Keep these techniques in mind when these situations arise.

Part Four: Ninja Items

A wide variety of items are available to Hayabusa throughout the game. Some items replenish Hayabusa's health, others have an effect on his Ninpo magic, while some are general items that must be obtained to get past a certain obstacle such as a locked door. Many items can also be purchased in the Muramasa Shop using Yellow Essence. It is also possible to upgrade melee weapons and purchase ammunition for projectile weapons at the shop.

HEALTH ITEMS

GRAINS OF SPIRITUAL LIFE

In most cases, health items shouldn't be used until Hayabusa's health gauge is low. The Grains of Spiritual Life item almost completely replenishes Hayabusa's health gauge. This should be the first health item used if available to avoid wasting multiple Herbs of Spiritual Life to replenish the same amount of health as a single Grains of Spiritual Life item.

HERB OF SPIRITUAL LIFE

A single Herb of Spiritual Life item only replenishes a small amount of Hayabusa's health gauge. These should be reserved for use when all Grains of Spiritual Life have been exhausted. Due to the health regain ability, the amount of Blue Essence found throughout each chapter, and the high price of this item in the Muramasa Shop, do not use it unless Hayabusa's health gauge is at 50% or less or a boss battle is coming up.

LIFE OF THE GODS

When nine Life of the Gods items have been collected and used, Hayabusa's health gauge increases in size. You can hold on to them and use nine at once, or use them as you come across the items. Either way, Hayabusa's health gauge will not increase until you have obtained nine of these items. It is possible to purchase the items from the Muramasa Shop, but they are among the most expensive items available. Do not spend Yellow Essence on them until you have fully upgraded your preferred weapons.

LIVES OF THE THOUSAND GODS

This item cannot be purchased in the Muramasa Shop, but a single Lives of the Thousand Gods item is equivalent to nine Life of the Gods items. Use this item as soon as you come across it to increase Hayabusa's health gauge.

TALISMAN OF REBIRTH

On the path of the Acolyte difficulty, Hayabusa starts with this item equipped. When equipped, if Hayabusa dies, he is immediately brought back to life with a full health gauge. It is the most expensive item in the Muramasa Shop and should only be purchased if all weapon upgrades have been completed and you are fully stocked on other health items. With the numerous save points throughout the game, it is generally only necessary to use a Talisman of Rebirth when fighting a boss to avoid having to restart the battle from the beginning.

Health Items

Item	First Seen	Cost	Capacity	Description
Grains of Spiritual Life	Chapter 1	5000	3	Restores a moderate amount of health. This item can heal the lasting damage that is marked in red on the health gauge.
Herb of Spiritual Life	Chapter 1	3000	3	Restores a small amount of health. This item can heal the lasting damage that is marked in red on the health gauge.
Life of the Gods	Chapter 1	2000	—	Collect nine of these to raise Ryu's maximum health limit.
Lives of the Thousand Gods	Chapter 1	—	—	Raises Ryu's maximum health limit.
Muramasa's Omusubi	Chapter 11	—	1	Completely restores Ryu's health and heals all lasting damage.
Talisman of Rebirth	Chapter 1	30000	1	When equipped this brings Ryu back to life, but only once.

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NINPO ITEMS

Ninpo Items

Item	First Seen	Cost	Capacity	Description
Devil Way Mushroom	Chapter 1	4000	3	Restores a small amount of Ki. This item performs the same function as Red Essence.
Jewel of the Demon Seal	Chapter 3	7000	—	Permanently increases the level of a Ninpo spell.
Spirit of the Devils	Chapter 5	—	—	Raises Ryu's maximum Ki limit.

DEVIL WAY MUSHROOM

This is the Ninpo version of an Herb of Spiritual Life. It replenishes a single flame in Hayabusa's Ki gauge. This is also the only Ninpo item that is available in the Muramasa Shop. Ninpo magic is generally reserved for boss battles, where Devil Way Mushrooms can come in handy. Try to maintain a full stock of three Devil Way Mushrooms to unleash a devastating assault on bosses.

JEWEL OF THE DEMON SEAL

The Jewel of the Demon Seal is an extremely rare item. It increases the level of a single Ninpo spell in the same way weapons can be upgraded. It cannot be purchased in the Muramasa Shop and should only be used on your most frequently used Ninpo spell.

SPIRIT OF THE DEVILS

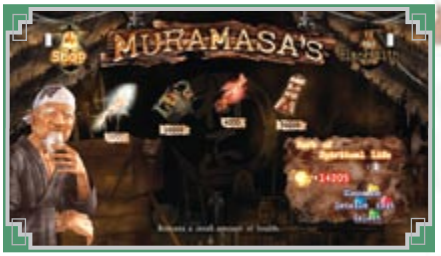
As the Ninpo version of the Lives of the Thousand Gods item, the Spirit of the Devils increases Hayabusa's Ki gauge by a single flame. This is a very rare item, but use it as soon as you come across one.

GENERAL ITEMS

General Items

Item	First Seen	Description
Bridge Gate Key	Chapter 5	
Bronze Key	Chapter 6	
Copper Key	Chapter 5	
Crystal Skull	Chapter 1	A legendary out-of-place artifact known since ancient times.
Dignitary's ID Card	Chapter 8	
Jade Mask	Chapter 9	
Kureha's Room Key	Chapter 11	
Sapphire Key	Chapter 8	
Ultramarine Jewel	Chapter 2	A deep blue jewel that almost looks like it reflects the color of the sea.
Vermilion Jewel	Chapter 2	A bright red jewel, as colorful as the petals of a flower.

MURAMASA SHOP



Muramasa Shop Inventory

Item	Cost	Available
Arrows	50	Chapter 2
Devil Way Mushroom	4000	Chapter 1
Grains of Spiritual Life	5000	Chapter 1
Herb of Spiritual Life	3000	Chapter 1
Incendiary Shuriken	100	Chapter 4
Jewel of the Demon Seal	7000	Chapter 5
Life of the Gods	2000	Chapter 11
Missed Weapon	5000	[EM]
Talisman of Rebirth	30000	Chapter 1
Weapon Upgrade 1	10000	Chapter 1
Weapon Upgrade 2	30000	Chapter 1

NOTE

Items are not available in the Muramasa Shop until they are obtained outside of the shop. The two exceptions to this rule are the Talisman of Rebirth which appears at the first shop location, and the Devil Way Mushroom which appears once you obtain the first Ninpo spell. In addition, if you miss an item, it becomes available in the shop once you have passed its original location.

Part Five: Ninja Weaponry and Ninpo

Throughout the game, you will come across a wide variety of weaponry and Ninpo magic. The weapons are divided into two categories: melee weapons and projectile weapons. Melee weapons are generally geared toward close-range combat, while projectile weapons are best used from a distance. There are also four different Ninpo magic spells that can save you from certain death in a time of crisis.

NOTE

Power, Speed, and Range are rated on a scale of one to five, with five being the highest and one being the lowest.

MELEE WEAPONS

There are three levels for every melee weapon except the True Dragon Sword and the Blade of the Archfiend. Weapons can be upgraded via the Muramasa Shops scattered throughout the game. Under most circumstances you can only upgrade one level at a time, however, there are a few instances late in the game when it is possible to upgrade a weapon from Level 1 to Level 3.

BLADE OF THE ARCHFIEND

Blade of the Archfiend Details

Power: 5

Speed: 3

Range: 3

Location: Chapter 14

History: When the Dragon Sword and the Blade of the Archfiend are wielded together, the enormity of their combined ancient power is immeasurable. Although the cursed Blade of the Archfiend has been described in legends since antiquity, the circumstances of its origin are unknown. One prevailing theory suggests that the blade was forged from the molten remains of an iron meteorite that had been breathed upon by the Archfiend. When the Archfiend's evil magic that is trapped inside the sword reacts to the power of the wielder, sparks run up and down the length of the blade.

The inscription on the blade's surface is written in divine characters that are incomprehensible to humans. One interpretation of its meaning reads, "Praise be the order brought forth from the very edge of chaos." The Blade of the Archfiend has been passed down through the generations to the most ruthless and powerful members of the Black Spider Clan and was the favored weapon of their leader, the Ninja Overlord Genshin.

The Good: The Blade of the Archfiend is very similar to the Dragon's Claw and Tiger's Fang, except that the two swords used are the True Dragon Sword and the Blade of the Archfiend. This effectively resolves the attack speed issues that plague the Dragon's Claw and Tiger's Fang. In addition to the enormous amount of attack power these two blades contain, there are very few situations where the Blade of the Archfiend is not the preferred weapon.

The Bad: There is no singular glaring issue with the Blade of the Archfiend. However, it does not have the attack range of the Kusari-gama, and its attack speed can be a minor issue against large numbers of fast opponents.

The Bloody: Take out a group of opponents with the Ultimate technique, then use the Obliteration technique to finish off any foes that can still stand to create a bloodstained work of art.

Blade of the Archfiend Combos

Level 1 Combo	Notation
Aqua Chasm	At Water Surface X,Y
Aqua Chasm	While Running on Water X,Y
Descending Divine Hawk	On Wall Y
Divine Hawk Dancing lades	During Flying Bird Flip X
Divine Hawk Flying Sparrow	While Wall Running X or Y
Divine Hawk Twin	On Wall X
Double Lightning Strike	X,X,L+X,X
Double Zhong Kui Slash	X,Y,X
Double Zhong Kui Slash	While Jumping X
Eight Heavenly Dragons	Ultimate Technique 2
Falling Dragon	X,X,X,L+X
Falling Flowers	X,X,X,X,X
Fire Dragon Spinning Descent	X,Y,Y
Flying Bird Descent	During Flying Bird Flip Y
Flying Dragon	L+X,Y
Flying Hawk	While Running on Water Y
Flying Swallow	While Jumping Towards Enemy Y
Flying Water	While Running on Water X,X,Y
Gale Rising Slash	While Running Y
Ground Roll	Obliteration Technique
Heavenly Bay	At Water Surface Y

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Mahayana Blade	X,X,X,Y,Y
Path of the Demon Dragon	Ultimate Technique
Purgatory Slash	X Hold Y
Purgatory Slash	B+ Hold Y
Rising Earth Blade	B+Y
Rolling Haze Slash	Hold Y
Root of the Lotus	Underwater X
Silent Gale	While Running X
Sokaku's Dissecting Slash	While Blocking Y
Sokaku's Secret Blade	While Blocking X
Spin Slash	While Jumping Y
Swooping Dragon Fang	Y,Y,Y,Y
Twin Continuous Slash	B+X,X
Water Dragon Blade	Underwater Y

Level 2 Combo	Notation
Bird and Dragon	X,Y,X,X,X Pause Y When Hitting Wall 1
Blade of Dharma's Way	X,X,Y,Y
Blade of Nirvana	X,X,X,X,Y
Descending Dragon	B+X,Y,Y
Dragon Slaying Sparrow	X,Y,X,X,X Pause Y Hold When Hitting Wall
Falling Dragon Slayer	X,Y,X,X,X Pause Y When Hitting Wall X
Falling Zhong Kui	X,Y,X,X,Y
Gale Cross Cut	While Running X,X
Gale Falling Slash	While Running Y,Y
King Slayer	X,X,B+Y
Lightning Pierce	X,X,B+X,X,X
Mighty Zhong Kui	X,Y,X,X,X,X
Mighty Zhong Kui	While Jumping X,X,X,X
Rise to Heaven	L,L,L,B,L, L,L,<L+Y
Spinning Dragon Slayer	X,Y,X,X,X Pause Y When Hitting Wall Y
Twin Cross Cut	B+X,X,X
Wind and Clouds	X Hold Y,Y
Zhong Kui Heavenly Sparrow	X,Y,X,X,X Pause Y
Zhong Kui Izuna (Throw)	X,Y,X,X,X,Y
Zhong Kui Izuna (Throw)	While Jumping X,X,X,Y

Level 3 Combo	Notation
Bladed Wind	X,X,B+X,Y
Divine Blade	X Hold Y,Y,Y
Emperor Slayer	X,X,B+Y,Y
Flying Bird Spin	During Flying Bird Flip Y,Y
Great Chasm	Y,Y,B+Y
Great Dragon Slayer	X,Y,X,X,X Pause Y When Hitting Wall Y,Y
Penetrating Lightning	X,X,B+X,X,X
Spinning Divine Hawk	On Wall Y,Y
Spinning Fire Dragon	X,Y,Y,Y
Spinning Zhong Kui	X,Y,X,X,X,X,Y
Spinning Zhong Kui	While Jumping X,X,X,X,Y
Whirlwind Slash	While Jumping Y,Y
Zhong Kui Whirlwind	X,Y,X,X,Y,Y

Level 4 Combo	Notation
Blade of the Mind	X,X,B+Y,Y,Y,Y,Y
Blade of the Mind	X Hold Y,Y,Y,Y,Y,Y
Underworld Drop (Throw)	X Hold Y,Y,Y,Y,Y
Underworld Drop (Throw)	X,X,B+Y,Y,Y,Y

DRAGON SWORD

Dragon Sword Details

Power: 3

Speed: 3

Range: 3

Location: Chapter 1

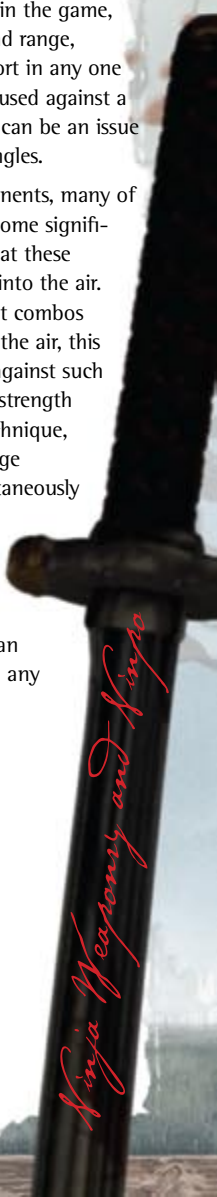
History: This legendary Japanese sword has been passed down through the generations to the Dragon Lineage's current heir. Its amazingly sharp blade, carved from the fang of an ancient Dragon, is responsible for the deaths of evil beings too numerous to count. As long as the sword remains on this earth, it may only be wielded by a descendant of the Dragon Lineage bloodline. Ryu Hayabusa now carries the sword, just as his father Joe Hayabusa did before him.

During the Dark Dragon Blade Incident one year ago, Ryu took up the Dragon Sword in his father's absence. Ryu defeated a multitude of powerful enemies and avenged his clan, but he was still not the true possessor of the Dragon Sword. Joe, still healthy and strong, did not want to needlessly rush the handing down of the sacred blade. However, after witnessing Ryu's bravery, valor, and strength during this incident, Joe resolved to pass down the legendary weapon to his son.

The Good: Hayabusa's default melee weapon is one that can be used in almost any situation. It is the most balanced weapon in the game, having average power, speed, and range, while not excelling or falling short in any one category. It's fast enough to be used against a crowd of enemies, but its range can be an issue when being attacked from all angles.

The Bad: Against stronger opponents, many of the Dragon Sword's combos become significantly weaker due to the fact that these opponents cannot be launched into the air. Since many of the weapon's best combos transition from the ground into the air, this dramatically weakens its effect against such opponents. The weapon's main strength comes in the Flying Swallow technique, which allows Hayabusa to damage multiple opponents while simultaneously avoiding their attacks.

The Bloody: Against weaker opponents, many of the Dragon Sword's combos can deliver a finishing blow to an opponent in fewer attacks than any other weapon in the game.



Dragon Sword Level 1 Combos

Combo	Notation
Air Destruction Slash	While Jumping Forward X
Aquatic Flying Sparrow	While Running on Water Y
Azure Dragon	L+Y
Blade of the Emperor Dragon	Ultimate Technique 2
Blade of the Empty Air	X,Y,X
Blade of the Empty Air	While Jumping X
Blade of Empty Water	While Running on Water X,Y,X
Cicada Slash	On Wall Y
Crimson Tempest	Y,Y
Deep Crimson	While Blocking X,X
Demon Shark	Underwater X
Divine Cicada Slash	During Flying Bird Flip Y
Divine Flying Dragon	During Flying Bird Flip X
Divider of Waves	While Running on Water X,X
Falling Dragon Blade	While Jumping Y
Flying Dragon Blade	On Wall X
Flying Osprey	At Water Surface Y
Flying Swallow	While Jumping or Wall Running L+Y
Gleaming Cross	While Blocking Y
Great Demon Shark	Underwater Y
Haze Straight Slash	Hold Y
Heavy Mists	At Water Surface X
Helmet Splitter	While Jumping Y
Oblivion Cross Cut	Ultimate Technique
Piercing Dragon's Fang	X,X,X,X,X
Piercing Wind	L+X,X,L+Y
Piercing Wind	While Running Y
Rising Dragon	Obliteration Technique
Scarlet Dragon	X Hold Y
Scarlet Dragon	L+ Hold Y
Seal of Ten	X,X,L+X,X
Three Lights	X,X,L+X,Y
Tiger Roar	X,X,Y
Violent Wind	L+X,X,L+X
Violent Wind	While Running X
Windmill Slash	L+X

DRAGON'S CLAW AND TIGER'S FANG

Dragon's Claw and Tiger's Fang Details

Power: 4

Speed: 2

Range: 3

Location: Chapter 4

History: These two large Japanese swords are wielded as a pair.

It might seem difficult to hold one blade in each hand, but these swords have been modified to allow them to be wielded together. The tsuba, or hand guard, of each weapon has holes in it to reduce the weight close to the sword hand. This design, known as Musashi-tsuba, was first proposed by legendary swordsman Miyamoto Musashi. No one knows when the swords were forged, but it is rumored that each blade bears the inscription "Muramasa".

The Good: Combining the power of two swords into a single weapon, the Dragon's Claw and Tiger's Fang is one of the most powerful weapons Hayabusa finds along his journey. The Dragon's Claw and Tiger's Fang has the ability to stun stronger opponents with its Strong Attack combos. This is the weapon of choice when fighting against stronger Demons under most circumstances.

The Bad: Since Hayabusa is wielding two swords instead of one, his attack speed is reduced considerably. This is especially evident against large groups of fast opponents, where it is extremely difficult to initiate any kind of offense.

The Bloody: Against small numbers of weaker opponents, the Dragon's Claw and Tiger's Fang can dish out a finishing blow almost as fast as the Dragon Sword.

Dragon's Claw and Tiger's Fang Combos

Level 1 Combo	Notation
Aqua Chasm	At Water Surface X,Y
Aqua Chasm	While Running on Water X,Y
Descending Divine Hawk	On Wall Y
Divine Hawk Dancing Blades	During Flying Bird Flip X
Divine Hawk Flying Sparrow	While Wall Running X or Y
Divine Hawk Twin Blades	On Wall X
Double Lightning Strike	X,X,L+X,X
Double Zhong Kui Slash	X,Y,X
Double Zhong Kui Slash	While Jumping X
Eight Heavenly Dragons	Ultimate Technique 2
Falling Dragon	X,X,X,L+X
Falling Flowers	X,X,X,X,X
Fire Dragon Spinning Descent	X,Y,Y
Flying Bird Descent	During Flying Bird Flip Y
Flying Dragon	L+X,Y
Flying Hawk	While Running on Water Y
Flying Swallow	While Jumping Towards Enemy
Flying Water	While Running on Water X,X,Y
Gale Rising Slash	While Running Y
Ground Roll	Obliteration Technique

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Heavenly Bay	At Water Surface Y
Mahayana Blade	X,X,X,Y,Y
Path of the Demon Dragon	Ultimate Technique
Purgatory Slash	X Hold Y
Purgatory Slash	L+ Hold Y
Rising Earth Blade	L+Y
Rolling Haze Slash	Hold Y
Root of the Lotus	Underwater X
Silent Gale	Whling Running X
Sokaku's Dissecting Slash	While Blocking Y
Sokaku's Secret Blade	While Blocking X
Spin Slash	While Jumping Y
Swooping Dragon Fang	Y,Y,Y,Y
Twin Continuous Slash	L+X,X
Water Dragon Blade	Underwater Y

Level 2 Combo	Notation
Bird and Dragon	X,Y,X,X,X Pause Y When Hitting Wall A
Blade of Nirvana	X,X,X,X,Y
Blade of Dharma's Way	X,X,Y,Y
Descending Dragon	L+X,Y,Y
Dragon Slaying Sparrow	X,Y,X,X,X Pause Y Hold When Hitting Wall
Falling Dragon Slayer	X,Y,X,X,X Pause Y When Hitting Wall X
Falling Zhong Kui	X,Y,X,X,Y
Gale Cross Cut	While Running X,X
Gale Falling Slash	While Running Y,Y
King Slayer	X,X,L+Y
Lightning Pierce	X,X,L+X,X,X
Mighty Zhong Kui	X,Y,X,X,X,X
Mighty Zhong Kui	While Jumping X,X,X,X
Rise to Heaven	L,U,L,L,L, D,L,<L+Y
Spinning Dragon Slayer	X,Y,X,X,X Pause Y When Hitting Wall Y
Twin Cross Cut	L+X,X,X
Wind and Clouds	X Hold Y,Y
Zhong Kui Heavenly Sparrow	X,Y,X,X,X Pause Y
Zhong Kui Izuna (Throw)	X,Y,X,X,X,Y
Zhong Kui Izuna (Throw)	While Jumping X,X,X,Y

Level 3 Combo	Notation
Bladed Wind	X,X,L+X,Y
Divine Blade	X Hold Y,Y,Y
Emperor Slayer	X,X,L+Y,Y
Flying Bird Spin	During Flying Bird Flip Y,Y
Great Chasm	Y,Y,L+Y
Great Dragon Slayer	X,Y,X,X,X Pause Y When Hitting Wall Y,Y
Penetrating Lightning	X,X,L+X,X,X,X
Spinning Divine Hawk	On Wall Y,Y
Spinning Fire Dragon	X,Y,Y,Y
Spinning Zhong Kui	X,Y,X,X,X,X,Y
Spinning Zhong Kui	While Jumping X,X,X,X,Y
Whirlwind Slash	While Jumping Y,Y
Zhong Kui Whirlwind	X,Y,X,X,Y,Y

ECLIPSE SCYTHE

Eclipse Scythe Details

Power: 4

Speed: 1

Range: 3

Location: Chapter 6

History: This gigantic scythe has long been a prized weapon among the Lycanthrope tribe of fiends.

As its name suggests, its design was inspired by the natural phenomenon of the solar eclipse. The roots of the weapon can be traced back to an ancient sacrifice ritual. When the king of an ancient Lycanthrope tribe was overthrown, his body was tossed into a vat of molten Wootz steel, also known as Damascus steel. From this steel, the scythe was forged. After being hammered into rough but solid shape, the blade of the scythe was quenched by repeatedly plunging it into the bodies of living human beings. It is said that it took a full nine days for the scythe to cool completely.

One would think that the characteristic grain pattern of Damascus steel should be visible on the scythe's surface, but at present such a texture is nowhere to be found.

The Good: The sheer power of the Eclipse Scythe allows Hayabusa to tear through most enemies. Against weaker opponents the scythe knocks them back with every attack, greatly limiting their ability to counterattack. The Strong Attack combos of the Eclipse Scythe can even overpower larger opponents that generally cannot be stunned by weaker weapons.

The Bad: With the raw power of the Eclipse Scythe comes one major downfall. It is one of the slowest attacking weapons in the game. Against small numbers of opponents this generally isn't an issue. However, against greater numbers, it is very difficult to launch an offensive and gain any sort of momentum.

The Bloody: Hayabusa obtains the scythe from the leader of the Lycanthropes and thus the scythe has greater attack power against the Beastmen.

Eclipse Scythe Combos

Level 1 Combo	Notation
Aqua Slash	While Running on Water X,X
Aquatic Illusion	Underwater X
Blood Rain	While Jumping Y
Corpse Sweep	X,X,Y
Darkness of Hades	While Blocking Y
Demon's Jaws	X,Y,Y
Empire Destroyer	Ultimate Technique 2
Entombed Lightning	During Flying Bird Flip X
Flying Heads	Y,Y
Flying Sacrifice	While Jumping Towards Enemy Y
Flying Sacrifice	While Wall Running X or Y
Futile Resistance	While Blocking X
Hidden in Darkness (Throw)	Obliteration Technique, Hold Y When Hitting Enemy
Hunted Chimera	L+Y,Y
Immense Raven	While Jumping X,X
Infinite Sacrifice (Throw)	While Jumping Towards Enemy, Hold Y When Hitting Enemy
Infinite Sacrifice (Throw)	While Wall Running X or Hold Y When Hitting Enemy
Lotus Strike	At Water Surface X
Mist Slash	X,X,X,X,X,Y
Monstrous Raven	During Flying Bird Flip Y
Piercing Moon	X,X,X,X,X
Returning Wind	While Running X
Ring of Insanity	While Running Y
Round Haze	L+X,X,X
Sacrificial Slice	Obliteration Technique
Sea Serpent	Underwater Y
Serpent's Curse	Hold Y
Shadow Banisher (Throw)	X,X,X,X,X Hold When Hitting Enemy
Shadow Banisher (Throw)	L+Y Hold When Hitting Enemy
Soul Impale	L+Y
Underworld Eruption	Ultimate Technique
Wave of Judgment	While Running on Water Y,Y
Wind of Revenge	On Wall X or Y
Wounds of Poseidon	At Water Surface Y

Level 2 Combo	Notation
Cries of Ares	Y,Y,Y
Death's Gate	X,X,X,L+X,X,X
Death's Gate	During Hidden Clouds X,X
Death's Chariot	X,X,X,Y
Demon Procession	X,X,X,X,Y,Y,Y
Demon Strangler	During Hidden Clouds Y,Y
Extermination Sweep	L,L,L,L,L, L,L,L+ Hold Y (Max Charge)
Graveyard Spin	L,L,L,L,L, L,L,L+Y
Hidden Clouds (Throw)	During Shadow Banisher Y
Massacre Sweep	L,L,L,L,L, L,L,L+ Hold Y (Partial Charge)
Reverse Waterfall	L+X,Y,Y,Y,Y,Y

Level 3 Combo	Notation
Death's Pillar	X,X,X,L+X,X,Y
Death's Pillar	During Hidden Clouds X,Y
Reversed Tsunami	L+X,X,X,X,X
River Styx Drop (Throw)	X,X,X,L+X,X,Y Hold When Hitting Enemy
River Styx Drop (Throw)	During Hidden Clouds X,Y Hold When Hitting Enemy

FALCON'S TALONS

Falcon's Talons Details

Power: X

Speed: 5

Range: 1

Location: Chapter 2

History: This weapon is an evolved version of the hand claws, or teko-kagi, which have been an essential part of the Ninja's arsenal since ancient times.

The design of the claws embodies the immense power of birds of prey. The weapon features not only steel claws strapped to the hands, but bladed foot attachments as well. All Ninjas master martial arts using the hands and feet, and this weapon instantly allows them to convert their physical attacks into cutting and slashing movements. Although the claw blades themselves are short, this is more than made up for by the attachment of multiple blades to each appendage. This increases the overall cutting surface and results in devastating attack capability. Due to its savage brutality, this weapon has long been feared. In addition, because they are based on a protective gauntlet design, the claws have high defensive capability, making them extremely well-rounded weapons.

The Good: As one of the fastest weapons in the game, the Falcon's Talons work very well against a small number of opponents.

The Bad: The primary drawback of the weapon is that its range is extremely limited. Against a horde of opponents, it can be troublesome to gain the upper hand while using the Falcon's Talons.

The Bloody: Against opponents who are not clad in armor, the strength of the Falcon's Talons greatly increases. This includes

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Beastmen and Demons as the Falcon's Talons shreds through their flesh and inflicts significant amounts of damage.

Falcon's Talons Combos

Level 1 Combo	Notation
Azure Dragon Kick	On Wall X or Y
Bared Lion's Fang (Throw)	B+X,X,X,Y Hold When Hitting Enemy
Bared Lion's Fang (Throw)	While Blocking Y Hold When Hitting Enemy
Bear Strike	Y,Y
Beast's Claw Kick	While Running X
Black Tortoise of Water	While Blocking X,X,X
Charging Tiger Claw	While Running Y,Y
Claw of the Phantom Roc	While Blocking Y
Claws of a Hundred Beasts	Ultimate Technique
Cry of the Phoenix	While Running on Water Y,Y
Descent of the Dragon	During Flying Bird Flip X
Falling Azure Dragon	During Flying Bird Flip Y
Fangs of the Water Dragon	Underwater X
Flame of the Chimera	While Jumping Towards Enemy Y,X,X
Flame of the Chimera	While Wall Running X,X,X
Flying Swallow	While Jumping Towards Enemy Y
Flying Swallow	While Wall Running X or Y
Flying Tiger's Claw	While Jumping X
Flying Tiger's Clow	X,Y,X
Furious Tiger Claw	Y,Y,B+Y
Fury of the Divine Beasts	Ultimate Technique 2
Hunting Dog	Obliteration Technique
King of Beasts	Hold Y
Lion's Roar	X,X,X,X,X
Moon of the Fox	During Flying Bird Flip Y Hold When Hitting Enemy
Panther Tail Kick	X,X,X,B+X,X,X
Submerged Crushing Jaw	While Running on Water X,Y
Submerged Tiger Claw	While Running on Water X,X
Three-Legged Bird	While Jumping Y
Thunderous Earth	B+Y
Tiger's Crushing Jaw	X,X,B+X
Water Fox Kick	At Water Surface Y
Water Reptile Slash	Underwater Y
Water Tiger's Crushing Jaw	At Water Surface X
White Tiger Flurry	B+X,X,X
White Tiger Gouge	B+X,X,X,Y

Level 2 Combo	Notation
Black Tortoise of Wind (Throw)	While Blocking X,X,X,X,X
Charging Boar	Y,Y,Y
Charging Tiger Kick	While Running Y,Y,Y
Crushing Vermilion Bird Strike	X,Y,X,X,X,X
Crushing Vermilion Bird Strike	While Jumping X,X,X,X
Cry of the Phoenix	B+Y,Y
Furious Tiger Kick	Y,Y,B+Y,Y
Gouging Wolf Claw (Throw)	Y,Y,B+Y,Y Hold When Hitting Enemy
Gouging Wolf Claw (Throw)	While Running Y,Y,Y Hold When Hitting Enemy
Heavenly Wolf	X,X,X,Y,Y,Y,Y
Izuna Drop	While Jumping X,X,X,Y
Izuna Drop	While Jumping Towards Enemy X,Y,X
Izuna Drop	While Wall Running X,X,Y
Izuna Drop (Throw)	X,Y,X,X,X,Y
Piercing Wolf's Fang	X,Y,Y,Y
Ravenous Wolf (Throw)	X,X,X Hold Y Hold When Hitting Enemy
Ring of Nine Tails	L,L,L,B,L, L,L,<L+Y
Running Flame	X,X,Y,Y
Swooping White Phoenix	During Flying Bird Flip Y,X or Y,Y
Swooping White Phoenix	On Wall X,X
Thunderous Lion's Roar	B+X,X,X,X,X,X
Thunderous Lion's Roar (Throw)	B+X,X,X,X,X,Y Hold When Hitting Enemy
Vermilion Bird Strike (Throw)	X,X,B+Y,Y,Y
White Tiger Gouge	B+X,X,X,X,Y

Level 3 Combo	Notation
Crushing Vermilion Bird Strike	X,X,B+X,X,X, X,X,X
Izuna Drop	X,X,B+X,X,X, X,X,Y
Phantom Strike	At Water Surface X,X
Surging Azure Dragon	At Water Surface X,Y
Surging Azure Dragon	While Running on Water X,Y,Y
Wings of the Phantom Roo	X,X,B+X,X,Y,Y
Wings of the Vermilion Bird	X,X,B+X,Y,Y,Y,Y

KUSARI-GAMA

Kusari-gama Details

Power: 2

Speed: 4

Range: 5

Location: Chapter 5

History: The Kusari-gama, or chain-sickle, is a traditional Ninja weapon consisting of an iron weight on a chain attached to the handle of a sickle.

The Kusari-gama is capable of a vast array of free-form attack techniques, but it is difficult to control and practically useless in battle unless skillfully wielded. Made by the skilled craftsman Shishido Tessai, this particular weapon's length of chain and heft of weight are at their conceivable limit, making it even more unpredictable and difficult to wield than normal.

The legendary smith Shishido is well known for creating such strange and unique weaponry, but for whatever reason is met with much disdain by Muramasa.

The Good: Anytime Hayabusa is surrounded by a horde of enemies, this is the default weapon of choice. The combined range and speed of the Kusari-gama is virtually unmatched.

The Bad: The only truly negative aspect of the Kusari-gama is the fact that it is not a very powerful weapon. It generally takes more hits to defeat an opponent with the Kusari-gama compared to most of the other weapons at Hayabusa's disposal. However, this is a small price to pay when considering the speed and range of the weapon.

The Bloody: When upgraded to level 2 or 3, a series of Strong Attack combos has enough range and speed to rack up over 100 against a mere handful of opponents while Hayabusa remains almost completely stationary.

Kusari-gama Combos

Level 1 Combo	Notation
Absence of Light	While Running Y
Dance of the Nine Dragons	Ultimate Technique 2
Devastation Above	Underwater X
Face Strike	X,X,X,X,X
Falling Thunder Flying Sparrow	While Running on Water X,Y,Y or At Water Surface Y,Y
Flowing Dragon	On Wall or During Flying Bird Flip X
Flowing Spin	L,L,L,L,L, L,L,L+Y
Flowing Spin	While Landing X
Flying Scythe	While Wall Running X or Y
Giant Serpent Drop	On Wall or During Flying Bird Flip Y
Giant Toad Drop	At Water Surface X
Great Shears	While Running X
Hunter's Slash	Obliteration Technique
Hunting Heavens	X,Y
Insane Agitation	Underwater Y
Music of the Haze	While Blocking X
One Hundred Feet	L+X,X
One Hundred Flames	While Jumping Y,X,X
Pounding Gate	Ultimate Technique 1
Shell Spiral	While Running on Water Y
Skull Shatterer	X,X,Y,Y
Slicing Wind	While Jumping X
Spiral Attack	Y,Y
Storm of the Six Flower	Hold Y
Sweeping Clouds	L+Y
Sweeping Willow	While Blocking Y
Thunderous Light	While Jumping Y,Y
Waterfall Breaker	While Running on Water X,X

Level 2 Combo	Notation
Dancing Maple	L+Y,Y,Y,X
Demon Cutter	L+ Hold Y Hold When Hitting Enemy
Demon Cutter (Throw)	X,X,L+Y Hold When Hitting Enemy
Demon Cutter (Throw)	X Hold Y Hold When Hitting Enemy
Demon Cutter (Throw)	X,L+Y Hold When Hitting Enemy
Demon Cutter (Throw)	L,L,L,L,L, L,L,L+Y,X Hold When Hitting Enemy
Ear Slicer	X,X,X,X,Y,Y,Y
Falling Snow	X,Y,Y,Y,X
Flying Vine	X,X,L+Y
Flying Vine	X Hold Y
Flying Vine	X,L+Y
Flying Vine	L+ Hold Y
Flying Vine	L,L,L,L,L, L,L,L+Y,X
Fuji Drop	L+X,X,X,X,X
Giant Bell Drop	L+Y,Y,Y,Y
Great Sweep	X,X,X,X,Y
Midnight Blade	X,X,X,L+X
One Hundred Flames	X,Y,Y,X,X
Reverse Great Spin	Y,Y,Y,Y,Y
Serpent Swing	X,X,X,Y,Y,L+Y
Shrike Drop (Throw)	X,X,X,L+X Hold When Hitting Enemy
Temple Bell Drop	X,Y,Y,Y,Y
Thunderous Flying Sparrow	L+X,X,X,Y
Raging Wind	L,L,L,L,L, L,L,L+Y,Y

Level 2 Combo	Notation
Furious Whirlwind	L,L,L,L,L, L,L,L+Y,Y,Y
Immense Tragedy	Y,Y,Y,Y,Y,Y
Midnight Blade	L,L,L,L,L, L,L,L+Y,Y,X
Raging Star	X,X,X,Y,Y,Y,Y,Y
Shrike Drop (Throw)	L,L,L,L,L, L,L,L+Y,Y,X Hold When Hitting Enemy

LUNAR STAFF

Lunar Staff Details

Power: 3

Speed: 2

Range: 4

Location: Chapter 1

History: The Lunar Staff is an Asian-style quarterstaff that is said to harbor the mystic powers of the moon.

When the moon enters the full or new phases, the density of the staff's shaft increases, and it becomes slightly heavier as a result. The shaft of the weapon is made from a strong piece of willow, treated with special oils and waxes to make it an exceptionally tough material. Animal tendons are wrapped around the shaft, and a layer of bone glue holds them in place. Finally, an outer shell of steel encases the entire shaft. The

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points on both ends of the staff are made from an alloy of high relative weight that contains iridium derived from meteorites. Muramasa insists that the animal connective tissue used to bind the staff is the Achilles' tendons of a qilin, which is a mythical creature known throughout the cultures of East Asia.

The Good: The Lunar Staff is the first long-range melee weapon Hayabusa acquires.

The Bad: While it has a longer reach than most of the other melee weapons in the game, it sacrifices attack speed in the process. There also isn't a significant difference in power between the Lunar Staff and the default Dragon Sword. This limits the use of the Lunar Staff to instances where it is necessary to attack from a distance. In most cases, this only happens when fighting a projectile using enemy, as they tend to make short dashes away from Hayabusa as he closes in on them. Use the Lunar Staff here to catch the opponents as they attempt to dash away.

The Bloody: The Lunar Staff's Strong Attack combos can be used effectively as a defensive measure against a large number of opponents. Hayabusa spins the Staff, creating a pseudo-shield while attacking any nearby opponents at the same time.

Lunar Staff Combos

Level 1 Combo	Notation
Bladed Spider	Y,Y
Bolted Gate	L+X,X
Crystal Thrust	Underwater X
Dance of Flame	Ultimate Technique 2
Dragon's Fang Spin	X,X,X,X,X
Eight Destructions	Ultimate Technique
Fallen Moon	While Running on Water X,Y
Fallen Warrior	While Blocking Y
Fierce Lion	Y
First Wind	While Jumping X
Gleaming Shadow	X,X,Y
Hazy Moon	At Water Surface X
Infinity Thrust	X,L+X,X
Ivory Moon	At Water Surface Y
Lion's Storm	Underwater Y
Mirror Reflections	While Blocking X
Phantom Moon	While Jumping Y
Raven Thrust	While Running on Water Y
Remnant Blossoms	Hold Y
Single Horn	While Wall Running or on Wall X
Sixteen Nights	Wall Run or During Flying Bird Flip Y
Slain Demon	Obliteration Technique
Twin Serpent Staff	While Running Y
Vanishing Mist	While Running X,X
Waning Moon	L+Y

Level 2 Combo	Notation
Absolute Darkness	X,L+X,Y,X
Bladed Spider	Y,Y,Y
Bladed Spider	Y,L+Y
Charging Lion	L+X,X,X
Dragon's Talon Spin	X,X,X,Y
First Wind	L+Y,Y,X
Flashing Current	L,L,L,L,L, L,L,L+Y
Flashing Current	While Landing X
Furious Wind	While Blocking Y,Y,Y,X
Gate of Betrayal	While Blocking X,X
Hazy Shadow	L,L,L,L,L, L,L,L+ Hold Y (Partial Charge)
Heavenly Shadow	L,L,L,L,L, L,L,L+ Hold Y (Max Charge)
Izuna Drop (Throw)	X,L+X,Y,X,Y
Izuna Drop (Throw)	L+Y,Y,X,Y
Izuna Drop (Throw)	L,L,L,L,L, L,L,L+ Hold Y,Y (Max Charge)
Izuna Drop (Throw)	While Blocking Y,Y,Y,X,Y
Izuna Drop (Throw)	While Jumping X,X,Y
Moon of the Soul	While Blocking Y,Y,Y,Y
Moonlit Shadow	L+Y,Y,Y
Quivering Moon	While Blocking Y
Stone of Sin	While Wall Running or On Wall X,X
Sun and Moon	X,L+X,Y,Y
Waning Evil	L,L,L,L,L, L,L,L+ Hold Y
Wind of Dawn	While Jumping X,X
Yin-Yang Thrust	X,L+X,X,X

Level 3 Combo	Notation
Amitabha Thrust	X,L+X,X,X,X
Bladed Spider	Y,Y,Y,Y,Y
Bladed Spider	Y,Y,Y,L+Y
Bladed Spider	Y,Y,L+Y
Destruction Spin	L,L,L,L,L, L,L,L+Y
Molten Rock	X,Y,X,X,X
Strange Soul	X,Y,Y,Y,Y

TONFA

Tonfa Details

Power: 3

Speed: 4

Range: 2

Location: Chapter 7

History: The Tonfa is a representative weapon of the ancient Ryukyu martial arts, developed in what are now the islands of Okinawa.

Although Tonfa have a short reach, they are extremely fast and can be wielded in a number of ways to exploit their strengths in offense and defense. This versatility has led Western countries to adapt Tonfa into police nightsticks. These particular Tonfa have high-density, super-hard tungsten carbide plating on all impact surfaces, including the tips and outer edges. This provides for immense impact damage while still

remaining compact. Because these Tonfa are not bladed, they are incapable of cutting attacks, but they make up for this in their ability to pulverize human flesh. These specially-modified Tonfa are so much heavier than typical Tonfa that only the most talented martial artists are even capable of spinning them.

The Good: The Tonfa is one of the faster weapons in the game, virtually equal to the Kusari-gama and almost as fast as the Falcon's Talons. In addition to its nearly unmatched speed, it has higher attack power than the Kusari-gama and is comparable to the Falcon's Talons. Against small numbers of fast opponents, this is the ideal weapon to use.

The Bad: One significant drawback of the Tonfa is its short attack range. The only weapon with shorter attack range is the Falcon's Talons. This creates an issue against opponents with long reach, such as Beastmen or large Demons, and opponents with projectile attacks.

The Bloody: Use the Ultimate technique while wielding the Tonfa to witness one of the most brutal beatdowns in the history of the *Ninja Gaiden* series.

Tonfa Combos

Level 1 Combo	Notation
Bloom of Revenge	Obliteration Technique
Blooming Iris	X,X,L▶+X,X
Broken Lantern	During Heavenly Justice Y
Cradled Moon	X,Y
Crimson Edge	X Hold Y,Y
Crimson Fang	During Flying Bird Flip X,Y
Crimson Fang	On Wall X,Y
Crimson Lily	Under water X
Cypress Column	X,X,L▶+X,Y
Demon Devourer	L▶+X,Y,Y
Demon Exorcism	On Wall X,X
Demon Thistle	At Water Surface X
Demons' Staves	L▶+X
Drowning Moon	At Water Surface Y
Drowning Moon	While Running on Water X,Y
Eight Leaves	While Jumping Forward X
First Storm	While Blocking X
Fleeting Blossoms	L▶+Y,Y
Floodgate Crush	While Running on Water Y,Y
Fluttering Crane	On Wall X or Y
Fluttering Phoenix	During Flying Bird Flip X,X
Great Edge	X,X,X,X,X
Heavenly Justice	During Combo A or LT+L
Iron Wheel	Y,Y
Ivory Flower	X,X,X,Y,X
Ivory Flower	While Jumping X
Justice of Heaven Kick	During Heavenly Justice X
Oblivion Blossom	Wile Jumping Y
One Thousand Lotuses	While Blocking Y,Y
Roaring Flames	While Running Y
Scale Scraper	Underwater Y
Spring Wind	Ultimate Technique
Stone Breaker	While Jumping Towards Enemy Y,Y
Stone Breaker	While Wall Running X,Y or Y,Y
Turning Wheel	While Running X
Uncontrollable Bloom	Ultimate Technique 2
Vermilion Fan	Hold Y

Level 2 Combo	Notation
Demon Devourer	During Flying Bird Flip X,X,X
Demon Devourer	On Wall X,X,X
Demons' Diamonds	L▶+X,X
Falling Petals Flowing Water	X,X,X,Y,X,X,X,X
Falling Petals Flowing Water	While Jumping X,X,X,X
Fleeting Blossoms	During Flying Bird Flip X,Y,Y
Fleeting Blossoms	On Wall X,Y,Y
Flower Garland Drop (Throw)	X,X,L▶+X,Y
Fluttering Peacock	X,X,L▶+Y
Izuna Drop (Throw)	X,X,X,Y,X,X,X,Y
Izuna Drop (Throw)	While Jumping X,X,X,Y
Overlapping Storms	L,L,L▶,L, L,L,L+Y
Storm of the Four Winds	Y,Y,Y

Level 3 Combo	Notation
Demon Tears Kick	L▶+X,X,X,X,X
One Thousand Blossoms	X,X,Y,Y,Y

TRUE DRAGON SWORD

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True Dragon Sword Details

Power: 4

Speed: 3

Range: 3

Location: Chapter 11

History: When the Eye of the Dragon is fitted into the Dragon Sword's hilt, it unleashes the spiritual power of the Dragon hidden in the blade. The weapon in this state is called the True Dragon Sword, and its incredible power is unrivaled. The bearer of this divine weapon must possess the physical strength, vigorous spirit, and proficiency of technique necessary to wield it properly. If a weaker being were to attempt to use it, the blade may very well feed on the bearer's soul.

The immense power contained within the True Dragon Sword upsets the delicate balance of a peaceful world, and it is argued that there are very few instances in which such a powerful weapon should be allowed to exist. Thus, it has become customary to store the Dragon Sword and Eye of the Dragon in separate locations.

The Good: The True Dragon Sword takes the place of the default Dragon Sword, therefore its abilities are nearly identical. The only change is that the True Dragon Sword is more powerful, thus making it useful in more situations. In most cases it is no longer necessary to change to the Eclipse Scythe to combat stronger opponents as the True Dragon Sword is powerful enough to handle almost any opponent.

The Bad: While the True Dragon Sword is more powerful than the original Dragon Sword, it's the same length and therefore has small issues with attack range. Against a large number of opponents, the Kusari-gama is generally a better choice given its incredible attack range. However, the True Dragon Sword's Flying Swallow does help with range issues if you are not fighting in an enclosed area where it is more difficult to use the technique effectively.

The Bloody: A fully charged Ultimate technique with the True Dragon Sword is one of the longest series of attacks in the game.

True Dragon Sword Combos

Level 1 Combo	Notation
Air Destruction Slash	While Jumping Forward X
Aquatic Flying Sparrow	While Running on Water Y
Azure Dragon	L+Y
Blade of Empty Water	While Running on Water X,Y,X
Blade of the Empty Air	X,Y,X
Blade of the Empty Air	While Jumping X
Cicada Slash	On Wall Y
Crimson Tempest	Y,Y
Deep Crimson	While Blocking X,X
Demon Shark	Underwater X
Divider of Waves	While Running on Water X,X
Divine Cicada Slash	During Flying Bird Flip Y
Divine Flying Dragon	During Flying Bird Flip X
Falling Dragon Blade	While Jumping Y
Flying Dragon Blade	On Wall X
Flying Osprey	At Water Surface Y
Flying Swallow	While Jumping or Wall Running L+Y
Gleaming Cross	While Blocking Y
Great Demon Shark	Underwater Y
Haze Straight Slash	Hold Y
Heavy Mists	At Water Surface X
Helmet Splitter	While Jumping Y
Oblivion Cross Cut	Ultimate Technique
Piercing Dragon's Fang	X,X,X,X,X
Piercing Wind	L+X,X,L+Y
Piercing Wind	While Running Y
Rising Dragon	Obliteration Technique
Scarlet Dragon	X Hold Y
Scarlet Dragon	L+ Hold Y
Seal of Ten	X,X,L+X,X
Three Lights	X,X,L+X,Y
Tiger Roar	X,X,Y
Violent Wind	L+X,X,L+X
Violent Wind	While Running X
Windmill Slash	L+X

Level 2 Combo	Notation
Azure Swallow	While Jumping Forward L+Y,Y
Blade of Empty Seas	While Running on Water X,Y,X,X
Blade of Nirrti	While Jumping X,X,X,X
Blade of Susano'o	X,Y,X,X,X,X
Dragon of Earth	L+X,X,L+Y,Y, L+ Hold Y
Dragon of Earth	While Running Y,Y, L+ Hold Y
Dragon of Heaven	L+X,X,L+Y, Y,L+Y
Dragon of Heaven	While Running Y,Y, L+Y
Fang of the Wolf	X,X,Y,Y
Flying Crane	L,L,L,L,L, L,L,◀+Y
Ikaruga	X,X,Y,L+Y
Izuna Drop (Throw)	X,Y,X,X,X,Y
Izuna Drop (Throw)	While Jumping X,X,X,Y
Spinning Blade	While Landing X
Undefeatable Demon	Y,Y,Y
Violent Gale	L+X,X,L+X,X
Violent Gale	While Running X,X
Wrath of Izanagi	X,X,L+X,Y,Y

Level 3 Combo	Notation
Divine Flying Swallow	While Jumping Forward L+Y,Y,Y
Dragon Tear	X,X,X,L+X

Fortuitous Phoenix	X,X,Y,Y,Y,Y
Gleaming Blade	L,L,L,R,L, L,L,L+ Hold Y
Roaring Blade	L,L,L,R,L, L,L,L+ Hold Y (Partial Charge)

Level 4 Combo	Notation
Blade of the Dragon's Scales	Ultimate Technique 2
Cloud Dragon Flying Swallow	X Hold Y,Y,Y,Y
Steel Splitter	X,X,X,Y
True Dragon Gleam	L,L,L,R,L, L,L,L+ Hold Y (Max Charge)

VIGOORIAN FLAIL

Vigoorian Flail Details

Power: 3

Speed: 4

Range: 3

Location: Chapter 9

History: An offshoot of the spiked weapons used in medieval Europe, this unorthodox flail was made in the Vigoor Empire during the Middle Ages.

It is believed that this weapon was originally a flail with large spikes on each end, but over the course of history, came to feature bladed surfaces instead. It is swung very much like an Asian nunchaku, but no historical evidence suggests that the two weapons are related.

The Vigoorian Flail saw very little use as an official weapon of war. The records point to it being a favored weapon of participants in the Divine Vigoor Games, which were an extremely bloody gladiatorial contest popular amongst Imperial Vigoorian royalty in the 13th and 14th centuries. In this role, the flail was undoubtedly responsible for the deaths of countless brave combatants.

The famed Ninja Ryu Hayabusa first began using the Vigoorian Flail a year ago, while on an excursion to the Vigoor Empire during the Dark Dragon Blade Incident. When asked his opinion of the weapon, he stated, "Not bad." He seems rather fond of it.

The Good: The Vigoorian Flail is the happy medium between the Tonfa and the Kusari-gama. It matches the attack speed of both weapons, while maintaining the power of the Tonfa and a longer reach. It doesn't have the extreme attack range of the Kusari-gama, but its increased attack power more than makes up for it. Against opponents with long reach, where the Tonfa fails, the Vigoorian Flail shines due to its extended range over the Tonfa.

The Bad: Overall, the Vigoorian Flail is a very solid weapon. The only minor issue it has is that it doesn't have the range of the Kusari-gama. Therefore, against large numbers of opponents, the Kusari-gama is generally the better choice.

The Bloody: The Level 3 version of the Vigoorian Flail has Strong Attack combos that not only greatly increase its range of attack, but also lift Hayabusa high into the air, giving opponents very few opportunities to counterattack.

Vigoorian Flail Combos

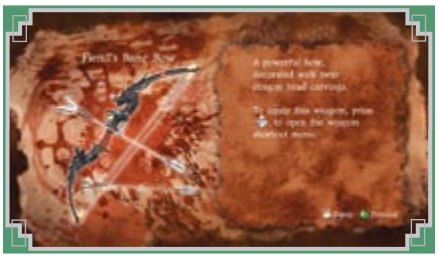
Level 1 Combo	Notation
Ancient Dragon Kick	While Running on Water X
Annihilating Golden Dragon	During Golden Dragon Y Press Repeatedly
Auspicious Crane	Hold Y
Dancing Phoenix	Ultimate Technique 2
Deformation Kick	While Running X
Demon Chaser	Obliteration Technique
Disturbed Heavens	At Water Surface Y
Dragon and Phoenix	X,X,X,X,X,X
Dragon Emperor Kick	While Jumping Y
Erupting Flame	R+Y
Fire Pit	X,X,Y
Flame Wheel	Y,Y
Flowing Rainwater	Underwater X
Flowing Waves	R+X,X
Flying Monkey	While Running Y
Golden Dragon	Ultimate Technique
Golden Lily	Underwater Y
Grasping the Moon	X,Y,Y
Horn of the Chimera	R+X,X,Y
Infernal Drop	During Flying Bird Flip X or Y
Looming Fog	X,Y,X
Red-Hot Iron Brand	While Jumping Towards Enemy Y
Red-Hot Iron Brand	While Wall Running X or Y
Ring of Heaven Kick	While Blocking Y
Rising Phoenix	While Running on Water Y
Split Boulder Kick	On Wall X or Y
Sweeping Strike	While Jumping X
Wandering Drum	At Water Surface X
Warrior of Flight	While Blocking X

Level 2 Combo	Notation
Blazing Inferno	While Running Y,Y
Dragon Slaughter	X,X,X,R+X,X, X,X,X,X
Foe Destroyer	X,X,Y,Y
Furious Strike	X,Y,X,X,X,X
Insane Devil	R+X,X,X,X,X
Insane Raven	X,Y,Y,Y
Insane Raven Enemy Y,Y	While Jumping Towards
Insane Raven	While Wall Running X,Y or Y,Y
Interrupted River	R+X,X,X,Y
Izuna Drop (Throw)	X,Y,X,X,X,Y
Nine Heavens	L,L,L,R,L, L,L,L+Y
Opened Path	X,X,X,X,X,Y
Pale Light	X,X,X,Y

Scraping Heavens Kick	While Running X,X
Shining Heavens	Y,Y,Y
Slanted Heavens	While Blocking Y,Y
Wandering Destruction	X,X,X,X,Y

Level 3 Combo	Notation
Furious Strike	X,X,X,B+X,X,X, X,X,Y,X,X,X,X
Heaven's Surprise Kick	While Running X,X,X
Izuna Drop (Throw)	X,X,X,B+X,X,X, X,X,Y,X,X,X,Y
Mountain Crane	During Flying Bird Flip X,Y or Y,Y
Mountain Crane	On Wall X,Y or Y,Y
Piercing Mountain	X,X,X,B+X,X,X, X,X,Y,Y,Y,Y,Y,Y
Piercing Mountain	X,Y,Y,Y,Y,Y,Y
Piercing Mountain	While Jumping Towards Enemy Y,Y,Y,Y,Y
Piercing Mountain	While Wall Running X,Y, Y,Y,Y or Y,Y,Y,Y,Y
Rising Serpent	B+Y,Y
Storm Breaker	While Running X,X,X,Y

PROJECTILE WEAPONS



Projectile weapons cannot be upgraded like melee weapons. The weapons vary in attack power and speed, as well as the amount of ammunition each can hold. Ammunition for each weapon can be restocked at the Muramasa Shop or found in containers and on corpses scattered throughout the game. Some projectile weapons are best used to combat airborne opponents, while others have the ability to stun an attacking opponent.

FIEND'S BANE BOW

Fiend's Bane Bow Details

Power: 5

Speed: 3

Ammo: 30

Location: Chapter 2

History: A powerful bow decorated with carvings of twin dragons.

The silent nature of the bow makes it an indispensable weapon for Ninjas due to their propensity for covert operations. The Fiend's Bane Bow, developed in the Hayabusa Village, is a state-of-the-art compound bow based on traditional Eastern design. Its accuracy rivals that of a modern rifle. Made primarily from high-tensile-strength carbon fiber, the bow's projectile range and velocity are unequaled despite its light weight. Against a human target, it is easily accurate to 500 meters, and its arrows are capable of penetrating 40-millimeter bulletproof armor plating.

The Fiend's Bane Bow is generally reserved for use against airborne opponents. However, it can also be used to interrupt an opponent's attack from a distance, similar to the Shuriken. Arrows from the Fiend's Bane Bow shoot slightly slower than Hayabusa can throw Shurikens, but they are considerably more powerful. A fully charged arrow can take out most enemies in a single shot.

When airborne, Hayabusa can shoot two arrows in rapid succession. This is especially useful against a crowd of aerial opponents, when taking them out as quickly as possible is of the utmost importance. Repeatedly jump into the air, firing two shots during each jump, to quickly dispatch of large swarms of aerial opponents. It is also possible to use a melee weapon combo that transitions into the air, then shoot multiple arrows instead of continuing the melee combo. This tactic is very useful when battling against land-based and aerial opponents.

KARMA TIP

When used in the air, Hayabusa automatically aims at the closest enemy in the direction he is facing. When used on the ground, the Fiend's Bane Bow can be charged like an Ultimate technique with a melee weapon. This increases the damage of the next shot fired.

GATLING SPEAR GUN

Gatling Spear Gun Details

Power: 2

Speed: 1

Ammo: Infinite

Location: Chapter 5

History: A Gatling-type Spear Gun designed for underwater combat. It is practically useless on dry land.

A prime example of an OOPArt (out-of-place artifact), the Gatling Spear Gun was made in 10th-century Europe. It is fired by turning the handle, which engages a high-pressure water pump to force projectile spears out of its barrel. At first glance, one would expect the spears to be subject to extreme amounts of drag, but in fact they are able to "fly" through the water due to the phenomenon of supercavitation. The spears are loaded with explosive material and burst after hitting their target, shredding it from the inside out.

At first glance, the Gatling Spear Gun seems like it would be the projectile weapon of choice in almost any situation. However, upon closer examination, the weapon has quite a few drawbacks. First and foremost, the Gatling

Spear Gun has a very slow initial attack speed. Before Hayabusa can shoot the weapon, he must first pull it out and lock it into position between his arms. This takes a significant amount of time compared to the other projectile weapons. Secondly, the Gatling Spear Gun has very low attack power when used on land. It is best used during underwater combat against aquatic enemies or when there are no enemies in close proximity, giving Hayabusa plenty of time to use the weapon.

INCENDIARY SHURIKEN

Incendiary Shuriken Details

Power: 4

Speed: 4

Ammo: 15

Location: Chapter 3

History: Shaped like a kunai, or throwing knife, this Shuriken has a small explosive attached.

The Incendiary Shuriken is designed to explode after being impaled in the target's body. To achieve this, the thrower must remove the small metal ring at the tail end of the weapon, thereby lighting the fuse. Although the history of this weapon is as old as gunpowder itself, recent improvements inspired by modern grenade design have made it all the more lethal.

The Incendiary Shuriken has a wide variety of uses, however, given the relatively low number of Incendiary Shurikens that can be carried, its uses are somewhat limited. Offensively, the Incendiary Shuriken is used to inflict heavy damage without the need to charge the attack. The Shurikens stick to opponents, then explode shortly afterward. Be cautious when using these as enemies do not cease their attack once struck by an Incendiary Shuriken. The short period of time before the explosion can cost Hayabusa significant amounts of damage if you relax and assume the enemy has been taken care of.

An Incendiary Shuriken can also be used to clear a path for Hayabusa. The explosive properties of the attack can blow holes in walls or put machines out of commission as you progress through the game.

SHURIKEN

Shuriken Details

Power: 1

Speed: 5

Ammo: Infinite

Location: Chapter 1

History: It is no exaggeration to say that this weapon epitomizes the Ninja.

Shuriken are implements designed to cause injury when thrown at an enemy, and most Ninja carry them at all times. This particular type of Shuriken, which boasts six blades, is officially known as a Roppoken, or six-sided star, and is of the Kuruma-ken (round) category of Shuriken that spin when thrown. Due to the disposable nature of these weapons, expensive materials are rarely used in their construction. However, they are crafted with great precision in order to stabilize their trajectory when thrown, thereby increasing accuracy.

The Shuriken is Hayabusa's default projectile weapon. It has the lowest damage output of all the projectile weapons, but Hayabusa has an infinite supply of them. Three Shurikens can be thrown at a time in an attempt to delay an opponent's attack. When thrown just before an opponent attacks, a Shuriken can temporarily stun the opponent, halting their attack and giving Hayabusa an opportunity to begin a combo or any other offensive maneuver. This is especially useful when an opponent pauses briefly during a combo in preparation for a finishing blow.

WINDMILL SHURIKEN

Windmill Shuriken Details

Power: 3

Speed: 3

Ammo: Infinite

Location: Chapter 11

History: A large, unique Shuriken that has been handed down within the Hayabusa Clan for generations.

Due to its large mass, the Windmill Shuriken is able to strike multiple enemies without losing momentum and return to the thrower like a boomerang. Its four blades can be folded on top of one another by rotating them on the central axis. It is carried in this folded state, attached to the wielder's forearm guard. Some say that a similar weapon carried by the legendary Ninja Fuma Kotaro was inspired by this Hayabusa Clan original.

While the other projectile weapons have similar range that covers almost as far as Hayabusa can see, the Windmill Shuriken has a limited attack range. To make up for its shortened range, the Windmill Shuriken has the ability to attack multiple opponents at a time as it moves in a circular pattern like a boomerang. The damage inflicted on opponents is not significant, however, it can be thrown multiple times in rapid succession. This makes it an ideal weapon to use if enemies are positioned just out of reach, across a crevice, or on a platform above or below Hayabusa.

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NINPO ARTS

There are four different Ninpo magic abilities that can be found throughout the game. Each has a very specific use in combat and can be extremely destructive when used properly. However, Ninpo is not a super attack that can be used to clear a group of enemies with ease. It takes skill, proper timing, and precision aim to use Ninpo effectively. Similar to melee weapons, Ninpo can be upgraded from Level 1 to Level ❽ with the Jewel of the Demon Seal item.

THE ART OF THE FLAME PHOENIX

Art of the Flame Phoenix Details

Location: Chapter 5

History: This Ninpo summons the spirits of sacred Phoenixes to fly about the caster and protect him with their holy flame.

Phoenixes are associated with the element of fire and are well known for their ability to rise reborn from their own ashes. In Chinese mythology, the Phoenix is one of the four creatures of good fortune and represents the concept of peace. With this Ninpo equipped, the caster can find peace even in the midst of a fierce battle.

The Art of the Flame Phoenix is similar to the Art of the Wind Blades. However, instead of a single, destructive attack that inflicts damage on any opponent within a circular radius, the Art of the Flame Phoenix inflicts a relatively small amount of damage. To compensate for lower damage, several Phoenixes fly around Hayabusa as he moves about. Each Phoenix inflicts a moderate amount of damage to any enemies it comes in contact with before dissipating. The Phoenixes also absorb damage from projectile attacks they come in contact with. This is the only Ninpo that allows Hayabusa to move around freely while the Ninpo is active.

NOTE

The number of Phoenixes that fly around Hayabusa is directly proportionate to the level of the Ninpo spell. At Level 1, three Phoenixes fly around Hayabusa. One additional Phoenix is added with each level increase.

THE ART OF THE INFERNO

Art of the Inferno Details

Location: Chapter 1

History: This Ninpo uses the power of telekinesis to hurl a flaming mass of pyrokinetic energy at a desired target.

The Art of the Inferno is highly effective against enemies in front of the caster. Those unlucky enough to fall victim to this Ninpo are completely engulfed in flame. The fire it unleashes is no ordinary flame; akin to the flame of a Dragon's breath, it is no surprise that records fail to mention anyone surviving the intense heat of the Inferno.

The Art of the Inferno is a very powerful attack, however, it is somewhat limited by its attack radius. This Ninpo will not hit any opponents behind or to either side of Hayabusa. Its radius is limited to enemies directly in front of Hayabusa. There is a short amount of time in which you can aim the attack, but if you are surrounded by enemies, this Ninpo will only clear out opponents in a single direction. In addition, it stops moving upon impact with an enemy, and inflicts damage on any enemy within a small radius of the impact. It is best used in hallways or other enclosed areas where it is more difficult for opponents to attack from multiple directions.

THE ART OF THE PIERCING VOID

Art of the Piercing Void Details

Location: Chapter 7

History: Simply put, this Ninpo allows the caster to project a black hole.

Its angle of effect is quite narrow, but this serves to concentrate its destructive power, creating a devastating projectile that can penetrate through multiple targets before dissipating. This penetrating ability is the biggest appeal of the Art of the Piercing Void.

This Ninpo focuses the telekinetic energy created by the centripetal vibrations of the caster's lower dantian (Ki focal point), then directs the shape of the energy using gravitational waves propagated by the caster's conscious spirit. This creates a gravitational abnormality, forming a rotating black hole trapped inside a repulsing spiritual force field. Because this force field is somewhat permeable, extreme fluctuations of space-time occur near the surface of the Ninpo projectile that pulverize any nearby living matter.

The Art of the Piercing Void is very similar to the Art of the Inferno. Both have a very limited attack radius, focusing exclusively on

opponents directly ahead of Hayabusa. What separates these two Ninpo spells is the fact that the Art of the Piercing Void does not stop upon impact with an opponent. Instead, it continues through multiple opponents, inflicting damage on any that cross its path, before dissipating. This Ninpo works extremely well in narrow corridors, but is virtually useless in large, open areas.

THE ART OF THE WIND BLADES

Art of the Wind Blades Details

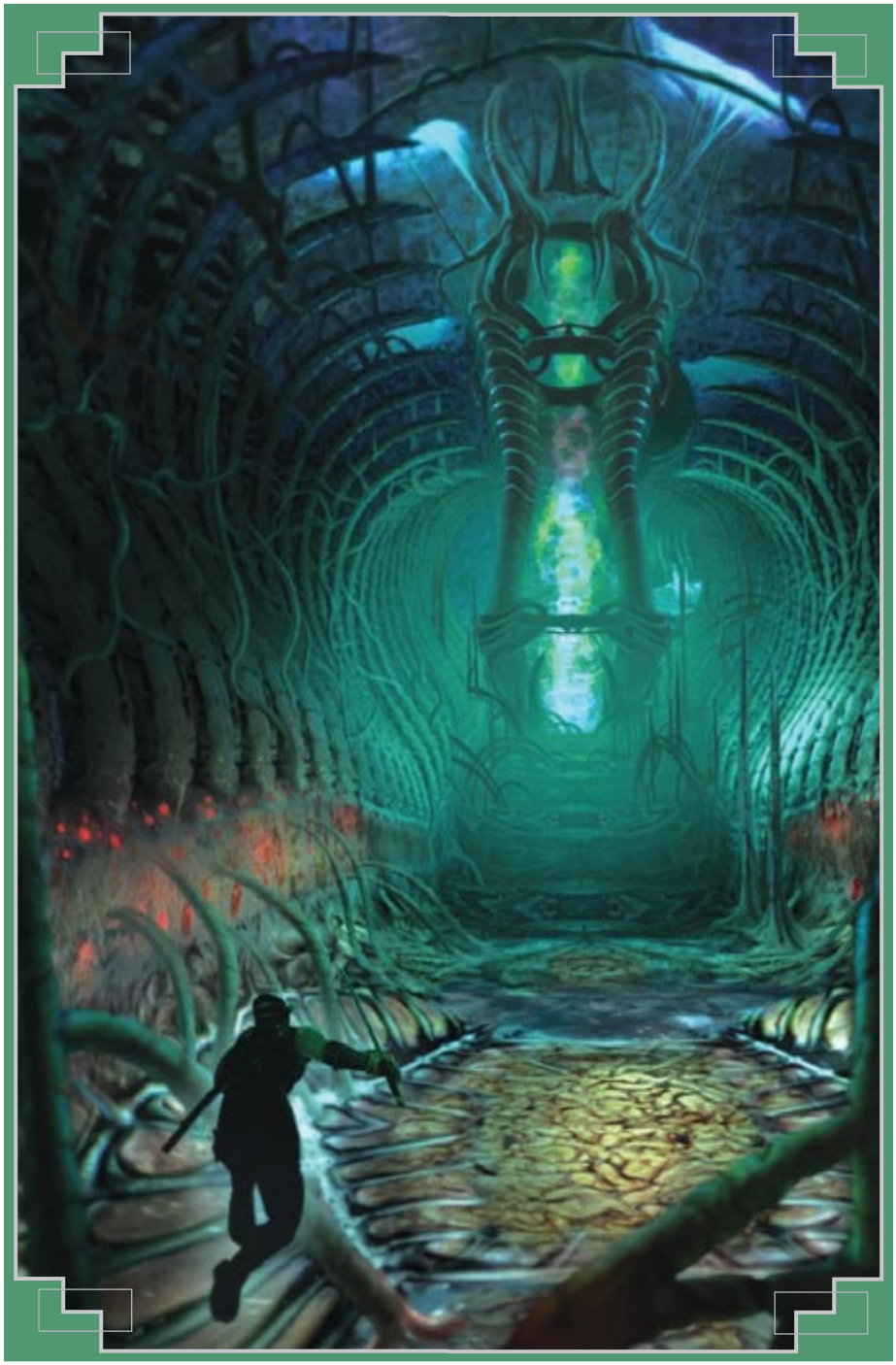
Location: Chapter 3

History: This Ninpo amplifies sharp waves of vacuum created by lightning-fast movements of the arms.

The blades of vacuum radiate from the caster, slashing to pieces any organic matter in the vicinity. Clearly, this Ninpo is most useful when the caster is surrounded by enemies. Although not designed for pinpoint attacks, its lethality should not be underestimated. In the remote chance that a victim survives, undoubtedly they will have lost at least one of their extremities, leaving them with little remaining offensive capability.

The Art of the Wind Blades has a short range of attack, but where it lacks in range it more than makes up for in radius. Any enemy within close proximity to Hayabusa will take significant amounts of damage.

Unlike the Art of the Inferno, this Ninpo attacks opponents in front of, behind, or to either side of Hayabusa. It is best used when being attacked by a large number of enemies from all around Hayabusa. When upgraded, the Art of the Wind Blades can be aimed and shoots up to three projectiles that slice through opponents.



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Part Six: Ninja Training

Ryu Hayabusa has a wide variety of advanced techniques that he learns throughout his adventures in *Ninja Gaiden II*. These techniques fall into three basic categories: offensive, defensive, and environmental. Learn how and when to use these techniques to make battles significantly easier, maximize your Karma score and gain access to out-of-reach areas to find hidden items.

BASICS

OFFENSIVE TECHNIQUES

Many of the techniques Hayabusa learns are limited to a strictly offensive use. This means that the technique has very little defensive purpose and should be used almost exclusively while attacking an opponent. In some cases offensive techniques can be used for defensive purposes, but for the most part, an offensive technique is used to inflict damage on an opponent.

DEFENSIVE TECHNIQUES

In many instances throughout the game, Hayabusa is simultaneously attacked by large numbers of opponents. It is on these occasions that defensive techniques are best used. Under most circumstances, defensive techniques allow Hayabusa to avoid an attack or regroup to a safer location. Some defensive techniques have the ability to inflict damage on an opponent, which can transition directly into an offensive technique.

ENVIRONMENTAL TECHNIQUES

There are a few techniques that Hayabusa

learns that do not generally have an offensive or defensive purpose. Many of these techniques fall into the environmental category. Environmental techniques are generally used to gain access to hard-to-reach areas. In some cases it is required to use an environmental technique to continue your progress through the game. If you get stuck and are seemingly unable to progress, look around to see if one of the environmental techniques can be of use.

TECHNIQUE EFFECTIVENESS

Hayabusa has a wide range of techniques, but some are more effective than others. Highly effective techniques work well in almost any situation, and even when they may not be the best technique to use, they tend to help the situation more than worsen it. Moderately effective techniques work well more often than not, but there may be better techniques that can be used. Techniques with low effectiveness are generally very limited in their ability to get Hayabusa out of a tough spot.

TECHNIQUES

COUNTERATTACK TECHNIQUE

Execution: Press X or Y while blocking an enemy strike to counter it.

Learned: Level 2

Type: Defensive

Effectiveness: Moderate

Description: Use this to create a chance to fight back.

Combined with the Furious Wind technique, this gives Hayabusa an extremely solid defense against most attacks. While the Furious Wind technique requires very little timing to properly execute, the Counterattack technique requires precise timing. If you attempt to use this technique too early, Hayabusa will be vulnerable to attack. Likewise, if you execute the technique too late, Hayabusa will not be able to initiate a counter-attack. Practice this technique during the early chapters of the game to perfect the timing.

ESCAPE

Execution: Rapidly Press A,B,X,Y,◀R or R▶

Learned: N/A

Type: Defensive

Effectiveness: Moderate

Description: When an enemy grabs Hayabusa, use this technique to escape their grasp.

Some enemies use grabbing techniques against Hayabusa. When this happens, use the Escape technique to push the enemy off and prevent Hayabusa from taking further damage. Not all grabs can be broken by this technique. Suicide grabs from injured opponents and grabs from stronger enemies cannot be escaped.

FLYING BIRD TECHNIQUE

Execution: Jump against a wall and press Ⓐ repeatedly to scale two opposing walls.

Learned: Chapter 1

Type: Environmental

Effectiveness: High

Description: This allows you to reach higher ground without resorting to a ladder.

The sole purpose of this technique is to reach higher ground. Almost any time you find a narrow vertical corridor, this technique can be used. Listen to the grunt sounds Hayabusa makes as he jumps from wall to wall. A slightly different grunt is heard during the final jump that leads out of a vertical corridor. Use this cue to know when to stop tapping Jump. Oftentimes Hayabusa reaches the top of an area, then mistakenly jumps back down, so pay close attention to this cue to know when to stop jumping.

FLYING SWALLOW TECHNIQUE

Execution: While jumping forward press Ⓨ to attack enemies from above.

Learned: Chapter 1

Type: Offensive

Effectiveness: High

Description: Any foes in your path will be torn through. Use in crowded areas.

Any time you're in a bind against a multitude of enemies or during a boss battle, this is the technique to use. The technique differs depending on the currently equipped weapon, but in most cases the Dragon Sword's Flying Swallow is the best version to use. Hayabusa flies through the air, covering a good distance, inflicting damage on any opponents in his path. Hayabusa is vulnerable during the initial jump, however, once the technique has been executed, Hayabusa cannot be harmed until the animation of the Flying Swallow concludes. Use this technique multiple times in rapid succession to inflict damage on large numbers of enemies while staying safely outside of their attack range.

FOOTSTOOL JUMP

Execution: Press Ⓐ while jumping over an enemy.

Learned: N/A

Type: Defensive

Effectiveness: Moderate

Description: Pass through a crowd of enemies by jumping on their heads.

This technique allows Hayabusa to jump from one opponent to the next, using their heads as footstools. Use this technique to move through a horde of enemies without taking damage. It is also possible to initiate any aerial attack during this technique. Shift from the Footstool Jump directly into Flying Swallow to attack opponents from above.

FURIOUS WIND TECHNIQUE

Execution: LT+L while blocking an enemy attack.

Learned: Chapter 1

Type: Defensive

Effectiveness: High

Description: When your defense has been broken, use this to swiftly avoid any further damage by dashing away.

This technique is very similar to the Reverse Wind technique. The only difference is that this version of the maneuver is executed while blocking an enemy attack. The advantage gained with the Furious Wind technique is that it is possible to perform a special sidestep attack by pressing an attack button during this technique. When executed properly, Hayabusa dodges an enemy attack while blocking, then executes an attack during the evasive technique that's almost guaranteed to hit the opponent. This attack can also lead into combos or other offensive techniques.

OBLITERATION TECHNIQUE

Execution: Press Ⓨ near an enemy that has lost an arm or leg to finish them off.

Learned: Chapter 1

Type: Offensive

Effectiveness: High

Description: Injured enemies can be extremely dangerous. Obliterate them quickly!

The Obliteration technique is as gruesome as it is useful. There are two important traits to remember about this technique. The first is that during the animation of the technique, Hayabusa is invulnerable to harm. He cannot be attacked and the animation cannot be interrupted, thus making him invincible for a short period of time. Secondly, this technique instantly kills any opponent, including bosses. Use it in crowded battles against a large number of opponents to finish off enemies while avoiding attacks. As soon as the technique comes to an end, shift directly into a combo string to take advantage of Hayabusa's invincibility.

REVERSE WIND TECHNIQUE

Execution: LT+B

Learned: Chapter 1

Type: Defensive

Effectiveness: Moderate

Description: Performs a quick dash in the direction indicated by L. Use it to dodge enemy attacks, or to get close and finish them off.

The Reverse Wind technique is best used when closing in on enemies from a distance. Enemies that use projectile attacks generally try to stay at a certain distance. Use the Reverse Wind to avoid their projectile attacks while you close the distance in order to attack from within melee range. The speed of the technique is fast enough to dodge projectiles as soon as they are launched, however, Hayabusa does not dash very far. Multiple Reverse Wind techniques may be needed to avoid the numerous attacks of projectile users. This technique works especially well against bosses, when it is necessary to continuously dodge their attacks.

KARMA TIP

Hold Block while tapping the Left Stick in the direction you wish to dodge to maintain your guard while you use the Reverse Wind technique multiple times consecutively.

SHADOWLESS FOOTSTEPS

Execution: Jump with A towards a wall, then hold L forward to run along it.

Learned: Chapter 1

Type: Environmental

Effectiveness: High

Description: Ryu runs horizontally across a wall making places accessible that seem out of reach.

This is one of the most frequently used techniques in Hayabusa's arsenal. Almost any time there is a crevice to cross or an item in an out-of-the-way area, the technique of Shadowless Footsteps is the method that must be used. Hayabusa runs along the wall for a short distance, which can also be used as a defensive tool to evade enemies or gain the advantage of the high ground. You can jump at any time during this technique, which can lead into any of Hayabusa's aerial attacks.

ULTIMATE TECHNIQUE

Execution: Hold Y to charge, then release.

Learned: Chapter 1

Type: Offensive

Effectiveness: Moderate

Description: If successful, your enemies will suffer. A longer charge time increases its power. While charging, absorb Essence to quicken it.

This is an extremely useful technique, but you must be cautious as to when you use it as Hayabusa can take damage while charging this technique. There are two different versions of the technique. The Ultimate technique 1 is when it is executed without a full charge while Hayabusa is glowing blue. Hayabusa unleashes a short combo attack that cannot be interrupted by weaker enemies. The Ultimate technique 2 is when a full charge is used and Hayabusa glows red. Hayabusa launches into a long combo attack that can only be interrupted by strong enemies and bosses. Gathering essence lowers the charge time required. This is referred to as the Ultimate Guidance technique. Two Yellow Essence orbs or one Blue or Red Essence orb result in a fully charged Ultimate technique 2.

KARMA TIP

Hold Y as soon as you land from a jump to gain an instant charge. This greatly shortens the amount of time required to reach a fully charged Ultimate technique.

NOTE

When using Essence to quicken the charge, the value of the Essence absorbed is lowered. Yellow Essence does not earn Hayabusa as much currency, Blue Essence doesn't restore as much health and Red Essence doesn't restore as much Ki.

UNRIVALED SOARING

Execution: While running on a wall, press Ⓐ to jump, then hold Ⓛ to run along the next wall.

Learned: Chapter 2

Type: Environmental

Effectiveness: High

Description: No place is out of your reach!

When Shadowless Footsteps isn't enough to continue along the desired path, Unrivaled Soaring is the answer. This is basically an extended version of Shadowless Footsteps that encompasses multiple adjacent walls. Start with Shadowless Footsteps on one wall, then jump and continue along the next adjacent wall with the Unrivaled Soaring technique.

THE TECHNIQUE OF THE INVISIBLE PATH

Execution: While running on a wall, press Ⓐ to jump, then hold Ⓛ to run along the next wall.

Learned: Chapter 3

Type: Environmental

Effectiveness: High

Description: No place is out of your reach!

As the third and final extension to Shadowless Footsteps, the Invisible Path continues where Unrivaled Soaring leaves off. Use this technique to jump from wall to wall and traverse narrow pathways. This is very similar to Unrivaled Soaring except that instead of jumping to the adjacent wall, Hayabusa jumps to the opposite wall. If the technique is started on the right wall, Hayabusa would jump to the left wall to execute this technique.

WIND RUN

Execution: Ⓧ+Ⓐ

Learned: N/A

Type: Defensive

Effectiveness: Moderate

Description: A fast, evasive jump.

While very similar to a standard jump, the Wind Run is much more evasive. Hayabusa cannot be attacked during the animation of the Wind Run. Use this to get out of a crowd of enemies without taking damage. Like the Footstool Jump, it is also possible to execute any aerial attack during the Wind Run.

Part Seven: Ninja Enemies

Hayabusa battles against a wide variety of enemies throughout *Ninja Gaiden II*. Most enemies have a variety of abilities and can be difficult to fight unless you understand how to avoid or defend against these abilities. This chapter covers each enemy and their abilities.

BASICS

BATTLE STRATEGIES

While there are some enemy encounters that require specific strategies, most of the time general strategies can be used to dispatch of the enemies Hayabusa encounters throughout his journey.

- When in doubt use the Wind Run into the Flying Swallow. This basic strategy works in almost any situation.
- Against groups of weaker enemies, use the Izuna Drop (X,Y,X,X,X,Y) repeatedly. After the final attack in the combo, the first attack in the next Izuna drop combo may miss, but frequently the second attack connects with the closest opponent resulting in a near endless combo string.
- Use the Reverse Wind technique combined with projectile attacks as enemies are closing in from a distance. Once they are within melee range, focus on combos that start with weak attacks when fighting multiple enemies at a time.
- Use the Wind Run to reach higher-priority enemies and avoid weaker opponents without taking damage.
- Any combo that leads into a throw renders Hayabusa invincible during the throw animation.
- Hayabusa is invincible during the Obliteration technique.
- During crowded battles, use combos to injure multiple opponents, then use successive Obliteration techniques to keep Hayabusa invincible for extended periods of time.
- There is virtually no delay at the end of an Obliteration technique. In a group of enemies, do not hesitate after performing an Obliteration technique. Immediately proceed to your next attack.
- Against large numbers of stronger enemies, use the Dragon Sword Divine Flying Swallow (Level 3 Flying Swallow) continuously to inflict significant damage while staying out of harm's way.
- Against a large number of opponents, the Ultimate technique leaves Hayabusa vulnerable during its charge period. Essence orbs dramatically shorten the charge time of the Ultimate technique so only use the Ultimate technique when there is Essence around to absorb.

NOTE

Refer to the Path of the Ninja chapter for any battle-specific details for enemy encounters.

CLASS

There are two different enemy classes in *Ninja Gaiden II*: weak and strong. Weak enemies generally can be stunned by any strong attack Hayabusa uses. In addition, they can be knocked into the air and throws can be used on them. Strong enemies are significantly harder to stun and will often interrupt Hayabusa's attacks with an attack of their own. These enemies cannot be knocked into the air and the Reverse Wind technique should be used to avoid any counterattacks used during a combo string.

RANGE

Certain enemies can attack from a distance, while others can only attack from a close range. Enemies with a long attack range can generally attack as soon as they see Hayabusa, no matter how far away they are. A moderate attack range indicates that an enemy does not have to be right on top of Hayabusa to attack, but they cannot attack from across the screen either. They can generally attack from just outside of the Dragon Sword's attack range. Enemies with a short attack range can only attack when they are close to Hayabusa.

PRIORITY

There are many occasions when Hayabusa must fight multiple enemies during a single battle. This is where the priority rating is most useful. Focus on the enemy with the highest priority rating, as they are the most dangerous enemy in the group and should be taken out first. If multiple enemies have the same priority rating, defeat strong enemy types before weak enemy types and any enemies with a projectile attack before enemies that do not have a projectile attack.

ABILITIES

Almost every enemy in the game has at least one unique ability, similar to Hayabusa's techniques. Knowing which abilities an enemy possesses, and how to defend against these abilities, is the key to not only defeating an enemy, but handling large numbers of enemies at a time. Most enemies gain new abilities as you progress through the game. When an enemy gains a new ability their appearance changes. For example, Water Demons in later chapters are red in color and have a projectile attack.

NOTE

All enemies have the ability to use a throw at close range.

Enemy Abilities Chart

Ability	Enemy	Description
Acid Drip	Bone Scorpion, Spiney Fiend	Acid drops from the enemy that inflicts a small amount of damage.
Cannonball	Chainsaw Bazooka Zombie	When at a distance, the Chainsaw Bazooka Zombie shoots a cannonball from its canon arm. The attack inflicts damage even if Hayabusa is blocking, however, the damage is lessened.
Charge Attack	Dragon Demon, Horsemen, Robot Crab	The enemy uses a lunging attack from outside of melee attack range.
Explosive Death	Mecha Soldier	When the Mecha Soldier is killed, the resulting explosion inflicts damage to Hayabusa.
Flame Column	Ninpo Ninja	After an incantation, the Ninpo Ninja creates a narrow column of flame that engulfs Hayabusa's current position.
Flight	Flying Demon, Half-Dragon Demon, Mecha Soldier	The enemy has the ability to hover in the air and occasionally attack while airborne.
Incendiary Shuriken	Ninja Dog	The Ninja Dog throws an Incendiary Shuriken from a distance.
Kamikaze	All Ninja	Once an enemy has lost a limb, they use an unblockable attack to blow themselves up and inflict damage at the same time.
Long-Range Dive Attack	Flying Demon	The Flying Demon dives at Hayabusa from an aerial position. This attack is relatively slow in execution.
Long-Range Throw	Demon Spawn	The Demon Spawn jumps toward Hayabusa from outside of melee attack range. Upon reaching Hayabusa, the Demon Spawn uses an unblockable throw.
Projectile Attack	Beastmen, Demon Spawn, Flying Demon, Gun Ninja, Half-Dragon Demon, Heavy Artillery Ninja, Light Artillery Ninja, Mecha Soldier, Ninpo Ninja, Projectile Ninja, Remote Sentry, Robot Crab	Enemies with a projectile attack have the ability to fire a projectile from a distance. Projectiles are generally fireballs, but can vary depending on the enemy.
Short-Range Fire Breath	Demon Spawn, Half-Dragon Demon	The demons shoot fire from their mouths that covers a distance slightly longer than the attack range of the Dragon Sword.
Teleportation	Ninpo Ninja	The Ninpo Ninja teleports around the battle area when Hayabusa is at a distance. During a teleport, the Ninpo Ninja cannot be attacked.

NOTE

Speed, power, and priority are rated on a scale from 1 to 5 with 1 being the lowest and 5 being the highest.

ENEMIES

BLACK SPIDER CLAN

Gun Ninja

Gun Ninja Details

First Seen: Chapter 7
Class: Weak
Range: Long
Speed: 4
Power: 3
Priority: 2
Abilities: Kamikaze, Projectile Attack

Treat Gun Ninjas like you would Projectile Ninjas. When left alone, they shoot their guns at Hayabusa, stunning him on impact. Use the Reverse Wind or simply jump to avoid their attacks. The Reverse Wind is also useful to quickly close in on them, while potentially inflicting damage to multiple enemies at a time. Stay on the move against large numbers of Gun Ninjas to prevent being stunned by their fire. Be cautious around injured Gun Ninjas, as they have the same Kamikaze technique as the Melee and Projectile Ninjas.

Gun Ninja

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Heavy Artillery Ninja

Heavy Artillery Ninja Details

First Seen: Chapter 8
Class: Weak
Reach: Long
Speed: 4
Power: 5
Priority: 4
Abilities: Kamikaze, Projectile Attack

Another upgrade from the Gun Ninja, these Heavy Artillery Ninjas shoot rockets similar to the Light Artillery Ninja, except that they shoot several rockets simultaneously. This makes them more dangerous than the Light Artillery Ninja and should be approached with extreme caution. When these Ninjas are encountered, there is almost always some sort of cover available. Use this cover to avoid their attacks and hit them with Incendiary Shuriken between attacks.

Light Artillery Ninja

Light Artillery Ninja Details

First Seen: Chapter 7
Class: Weak
Reach: Long
Speed: 4
Power: 4
Priority: 3
Abilities: Kamikaze , Projectile Attack

Light Artillery Ninjas are almost identical to Gun Ninjas, except that they use a single-shot rocket launcher instead of a standard gun. The rockets have the ability to knock Hayabusa out of the air, and inflict a good deal of damage to Hayabusa. These Ninjas should be taken out as quickly as possible and take priority over most enemies.

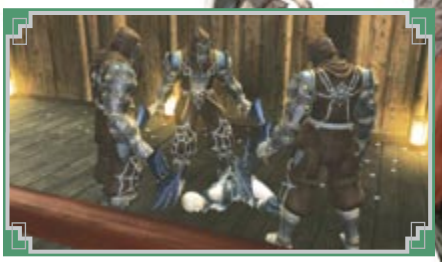
Mecha Soldier

Mecha Soldier Details

First Seen: Chapter 7
Class: Strong
Reach: Long
Speed: 3
Power: 4
Priority: 4
Abilities: Flight, Projectile Attack

Mecha Soldiers are the direct upgrade to Executors. They can fly for a short period of time and are difficult to stun. However, their explosions do not inflict damage to Hayabusa. Use the Eclipse Scythe or the Dragon Sword's Flying Swallow to make quick work of them.

Melee Ninja



Melee Ninja Details

First Seen: Chapter 1
Class: Weak
Range: Short
Speed: 4
Power: 2
Priority: 1
Abilities: Kamikaze, Projectile Attack

The basic Melee Ninja is the most common enemy in the game. They attack with either a standard katana, similar to the Dragon Sword, or a claw weapon similar to the Falcon's Talons. They do not have any notable abilities aside from a Kamikaze attack that is used at close range when they are wounded and the ability to throw shuriken. When fighting against multiple Melee Ninjas, pay close attention to any enemies that have missing limbs, as the Kamikaze attack cannot be blocked. You must either use the Reverse Wind to dodge the attack, or finish the opponent off with an Obliteration technique or any standard attack. From chapter 6 onward, Melee Ninja gain the ability to use Incendiary Shuriken.

Ninja Dog

Ninja Dog Details

First Seen: Chapter 2
Class: Weak
Range: Long
Speed: 5
Power: 2
Priority: 2
Abilities: Incendiary Shuriken

The Ninja Dogs attack quickly, so use the Dragon Sword or Falcon's Talons to match their speed. Stay on the move as you battle against them. If you remain stationary too long, they throw Incendiary Shuriken that inflict moderate damage. Focus on one dog at a time until each has been defeated. They are very weak and it does not take many attacks to defeat them, but they are also very evasive. Use quick weak attacks and avoid the longer execution time of strong attacks.

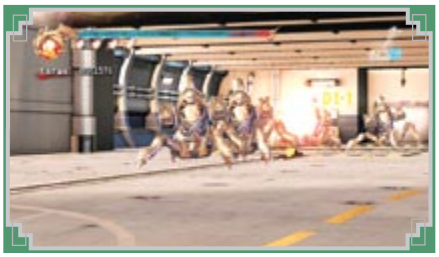
Ninpo Ninja

Ninpo Ninja Details

First Seen: Chapter 1
Class: Weak
Range: Long
Speed: 4
Power: 3
Priority: 3
Abilities: Flame Column, Projectile Attack, Teleportation

Anytime you encounter a Ninpo Ninja take them out before you focus on the other enemies in the area. Ninpo Ninjas have the ability to shoot flame-based projectiles from long range, as well as create a column of flame that heavily damages Hayabusa. However, they only use these attacks when they are left alone, as both attacks take time to execute. When you approach them, they may teleport away to give themselves more time to use their Ninpo magic. In this instance, use the Flying Swallow to catch them while they attempt an escape.

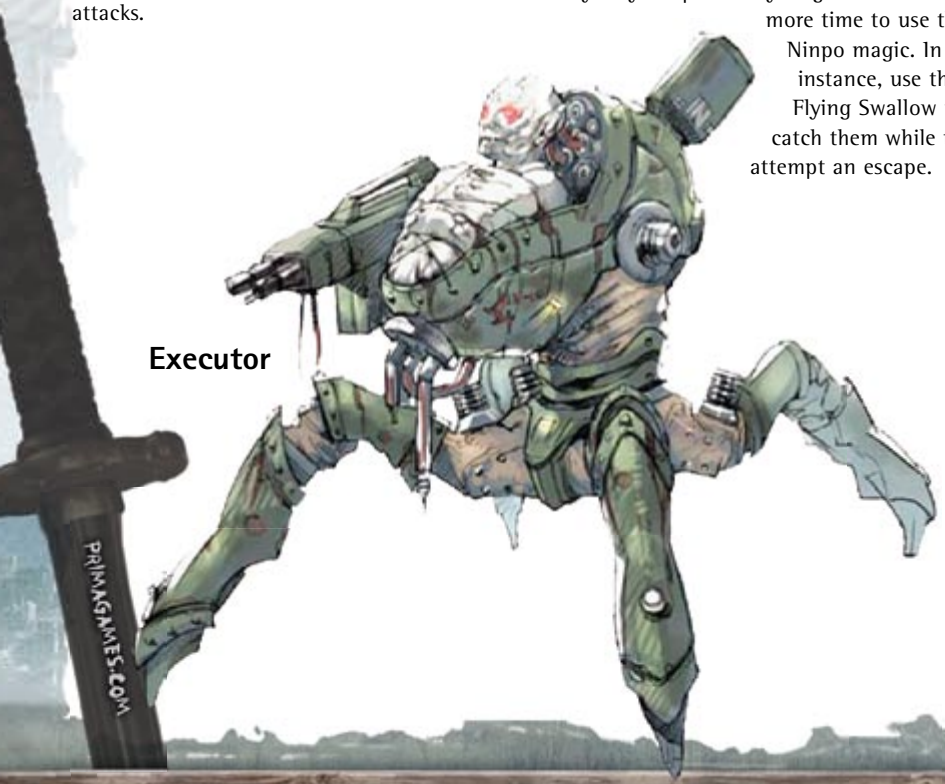
Executor



Executor Details

First Seen: Chapter 7
Class: Weak
Range: Long
Speed: 3
Power: 4
Priority: 3
Abilities: Flight, Explosive Death, Projectile Attack

Executors are similar to Gun Ninjas in many ways. When left alone, they fire a stream of bullets at Hayabusa. Against multiple Executors, this stream is nearly endless. In addition, they have the ability to fly for short periods of time. When they are airborne, use the Flying Swallow to take them out. This technique is also useful against multiple Executors to keep Hayabusa on the move and avoid their attacks. Weapons combos that knock weaker enemies into the air do not work on these stronger fiends, however, weaker combos followed by the Reverse Wind to quickly move away from the fiends works well. When an Executor has been defeated, the explosion that follows injures Hayabusa if he is too close. Defeat them and quickly move away to avoid the explosion.



Executor

Projectile Ninja

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Projectile Ninja Details

First Seen: Chapter 1
Class: Weak
Range: Long
Speed: 4
Power: 2
Priority: 2
Abilities: Kamikaze, Projectile Attack

Projectile Ninjas are very similar to Melee Ninjas. In fact, at close range, they pull out a katana and fight almost exactly like a Melee Ninja. However, it's at a distance where these enemies are most deadly. Take out any Projectile Ninjas first when you encounter a group of Ninjas to avoid their attacks. Once they have seen Hayabusa, they begin to shoot flaming arrows at him. They do not cease fire until Hayabusa closes in on them. At this point, they pull out a katana and use a technique similar to the Reverse Wind to get out of melee range and escape back to projectile range. Use the Reverse Wind or Flying Swallow to catch them if they move out of melee range. When Projectile Ninjas lose a limb, they may crawl on the ground, but will still shoot projectiles if left alone, and have the same Kamikaze attack as the Melee Ninjas. Finish them off quickly once they've been injured.

FIENDS

Demon Spawn

Demon Spawn Details

First Seen: Chapter 3
Class: Strong
Reach: Moderate
Speed: 2
Power: 4
Priority: 3
Abilities: Projectile Attack, Long-Range Throw, Short-Range Fire Breath

Demon Spawns shoot two fireballs in rapid succession when fighting from a distance. They are also classified as strong-type enemies, meaning they are not easily stunned and can attack Hayabusa during a combo string. The Flying Swallow technique works well to close in on them quickly, while inflicting damage on multiple enemies at a time. At close range, do not use any combos that lead into aerial attacks, as these enemies cannot be knocked into the air. When left alone, they use the Short-Range Fire Breath technique or the Fireball Projectile from a distance. In addition, as they close in on Hayabusa, they use the Long-Rang Throw technique. If one is seen approaching, be prepared to use the Reverse Wind to avoid the Long-Range Throw.

Dragon Demon

Dragon Demon Details

First Seen: Chapter 10
Class: Strong
Reach: Short
Speed: 2
Power: 3
Priority: 3
Abilities: Charge Attack, Short-Range Fire Breath

Dragon Demons are strong enemies that can be problematic when fought in large groups. From a moderate distance, they use a charging attack that breaks Hayabusa's guard and knocks him down if not blocked at all. At close range they use a fire breath attack similar to that of the Demon Spawns. Stay close to these enemies to avoid this attack, but be careful as they are strong enemies that are difficult to stun. It is not uncommon for them to interrupt Hayabusa's attacks with an attack of their own. Use several short combos that do not send Hayabusa into the air, then use the Reverse Wind when you see them begin to attack.

Flying Demon

Flying Demon Details

First Seen: Chapter 3
Class: Strong
Reach: Long
Speed: 3
Power: 3
Priority: 2
Abilities: Flight, Projectile Attack, Long-Range Dive Attack

The Flying Demons shoot fireballs from a distance and periodically lunge at Hayabusa. Their attacks are relatively slow in succession, but they almost always attack in groups. Use the Fiend's Bane Bow and jump into the air to automatically aim at the closest Flying Demon. Fire two shots at once and use the quick charge method (hold ⓨ as soon as you land from a jump) to fire a partially charged shot upon landing. Repeat this process to quickly dispatch of Flying Demons.

Half-Dragon Demon

Half-Dragon Demon Details

First Seen: Chapter 3
Class: Strong
Reach: Moderate
Speed: 3
Power: 4
Priority: 3
Abilities: Projectile Attack, Flight, Short-Range Fire Breath

A direct upgrade of the Demon Spawn, the Half-Dragon Demon's abilities are almost identical to its lesser brethren. Instead of shooting two fireballs from a distance, the Half-Dragon Demon shoots three at a time. In addition, instead of using a Long-Range Throw, the Half-Dragon has the ability of flight similar to the Mecha Soldiers. When they are in the air, use the Flying Swallow to bring them down. The Flying Swallow also works well to keep Hayabusa constantly on the move and out of reach of the Half-Dragon Demons. At close range, do not use combos that lead into the air, as these enemies cannot be knocked into the air. After a single combo, use the Reverse Wind or Flying Swallow to move away from the Half-Dragons to avoid a counterattack. If they begin to wind up for an attack, cease your combo attack and immediately use the Reverse Wind to avoid their attack.

Chainsaw Bazooka Zombie

Chainsaw Bazooka Zombie Details

First Seen: Chapter 9
Class: Strong
Reach: Long
Speed: 2
Power: 5
Priority: 4
Abilities: Cannonball

The Chainsaw Bazooka Zombie has a chainsaw for one hand and a canon for the other. At a distance, they shoot a cannonball that breaks Hayabusa's guard, leaving him temporarily open to attack. When this attack is not blocked, it interrupts almost anything Hayabusa is doing at the time and knocks him to the ground. At close range, these enemies are not much of a threat outside of their standard throw. However, since they are some of the slowest enemies in the game, the throw is telegraphed and can easily be avoided. When you see a Chainsaw Bazooka Zombie raise a foot, quickly use the Reverse Wind to move out of the way and avoid the throw that follows. Against a large group of Chainsaw Bazooka Zombies, use the Flying Swallow almost exclusively to dwindle their numbers. To avoid the cannonball shots, do not stay on the ground too long.

Chainsaw Bazooka Zombie

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Marionette Demon

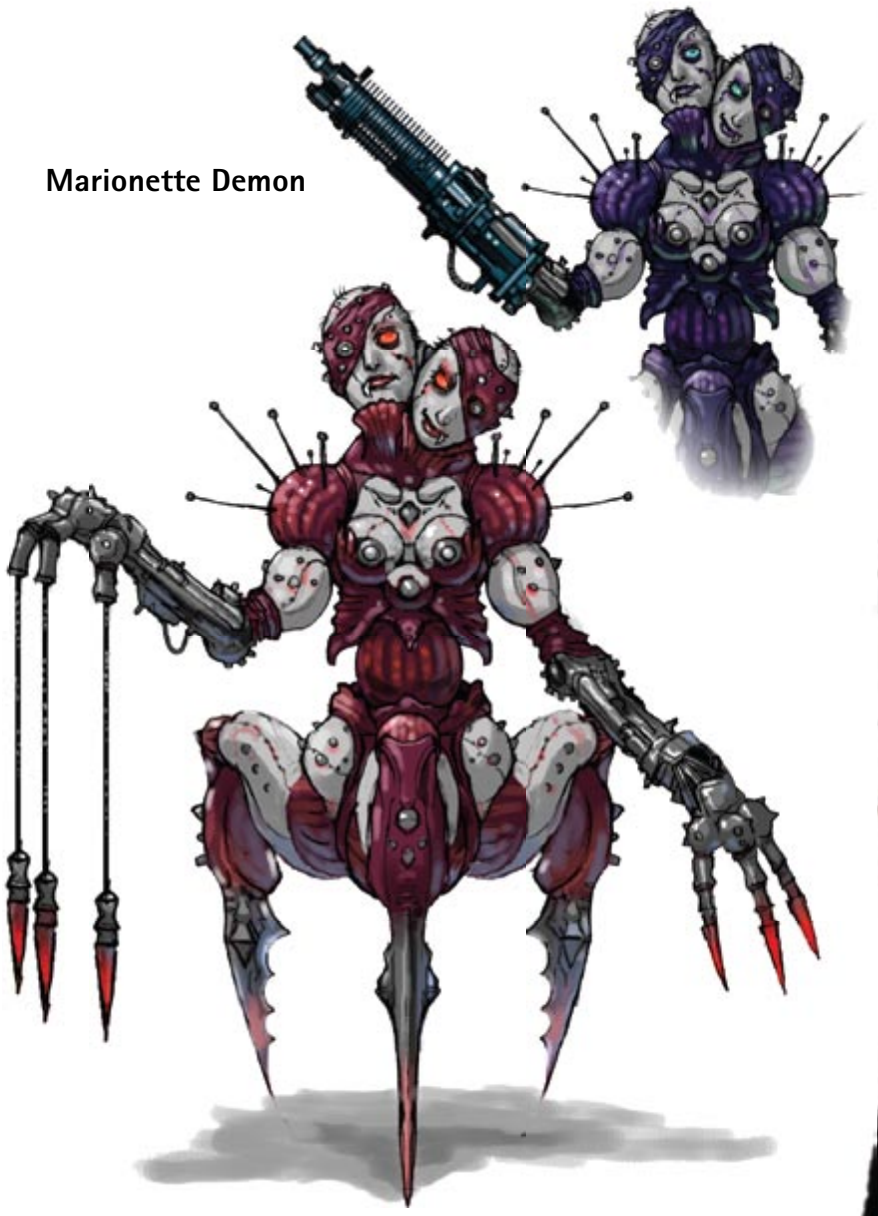
Marionette Demon Details

First Seen: Chapter 12
Class: Strong
Reach: Long
Speed: 4
Power: 5
Priority: 4
Abilities: Projectile Attack, Charge Attack

The Marionette Demons are some of the toughest enemies in the game. Their Projectile Attack cannot be blocked and leaves Hayabusa open to their charge attack that frequently follows and inflicts a significant amount of damage. They also attack in groups, making it even more difficult to avoid the projectile attacks. In addition, their metal bodies make them strong against Hayabusa's weapons. Use the Flying Swallow as much as possible to stay on the move and in the air. This makes it much easier to avoid their projectile attacks. Once their numbers have decreased, either continue with the Flying Swallow technique, or switch to the Eclipse Scythe to inflict as much damage as possible and take them out in fewer attacks.

Water Demon

Marionette Demon



Water Demon Details

First Seen: Chapter 5
Class: Weak
Reach: Short
Speed: 5
Power: 2
Priority: 2
Abilities: Projectile Attack

On water the Water Demons can be difficult to fight due to Hayabusa's limited array of attacks in this situation. Move to solid ground to attack these enemies whenever possible. From chapter 11 onward, Water Demons are red in color and have the ability to use a projectile attack. Stay at close range to prevent them from using their projectile attack and use any combo of your choosing to dispatch of them. They are weak enemies, but they cannot be knocked into the air. However, they are almost always stunned by any combo that transitions into the air, so it is still safe to use aerial combos on these enemies. If there is no solid ground to be found, run in tight circles to avoid their projectile attacks and close in on them, then use the Falcon's Talons' water attacks to finish them off.

Beastman

Beastman Details

First Seen: Chapter 5
Class: Strong
Reach: Short
Speed: 4
Power: 4
Priority: 2
Abilities: Projectile Attack

The Beastmen do not have any unique abilities aside from a basic projectile attack, but they are very strong and difficult to stun. Use the Falcon's Talons to inflict a great deal of damage with minimal effort and stay close to them at all times to limit the use of their projectile attack. Since it is difficult to stun them, be cautious of a counterattack at all times. Be prepared to use the Reverse Wind when they begin to counterattack.

Centaur

Centaur Details

First Seen: Chapter 13
Class: Strong
Reach: Moderate
Speed: 3
Power: 3
Priority: 3
Abilities: Charge Attack, Projectile Attack

Centaurs are similar to Dragon Demons. Their primary special move is a charge attack that knocks Hayabusa down or breaks his guard. Centaurs also have the ability to use a projectile attack that moves quickly across the ground. They attack in groups and generally circle around Hayabusa, using their spears to attack from a moderate distance. Use the Flying Swallow to close in on them and attack with the Dragon Sword at close range. It is also possible to use the Kusari-gama from a moderate range to counteract their spears. Their spears also give a slightly longer range to their throw than most other enemies, so be cautious as they begin to close in on you.

Beastman

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Bat

Bat Details

First Seen: Chapter 3
Class: Weak
Reach: Short
Speed: 4
Power: 1
Priority: 1
Abilities: None

There are two types of bats. The first are basic bats that are the weakest enemies in the game. Take them out with standard Shurikens from a distance, or use the Dragon Sword or Kusari-gama to defeat them at close range. Their attacks do not stun Hayabusa but it can be difficult to determine if Hayabusa is being attacked as there are no signs of an attack other than a depleting health gauge. As soon as you hear them approaching, start throwing Shurikens to determine their direction, and attack as soon as they are within range. The larger bats have the same abilities as normal bats, but inflict significantly more damage with their attacks. Use the Flying Swallow to prevent them from attacking, while simultaneously taking them down.

Bone Scorpion

Bone Scorpion Details

First Seen: Chapter 6
Class: Weak
Reach: Short
Speed: 3
Power: 1
Priority: 2
Abilities: Acid Drip

Bone Scorpions are relatively weak compared to most of the other enemies in the game. However, they almost always attack in large numbers and can be an annoyance. At a distance, use the Kusari-gama to keep these enemies at bay and prevent them from attacking. At close range, if they get an attack off, they have the ability to briefly stun Hayabusa, preventing him from attacking. If they close in, continue to use the Kusari-gama, or switch to the Falcon's Talons if you have trouble initiating an attack. When Bone Scorpions attack from above, they use an acid drip that can stun Hayabusa. Use the Kusari-gama to knock them off of the ceiling and prevent them from using the acid drip.

Centaur

Blood Eel

Blood Eel Details

First Seen: Chapter 9
Class: Strong
Reach: Short
Speed: 3
Power: 3
Priority: 2
Abilities: None

The Blood Eel does not have any special abilities and can only attack with a throw at close range. Use the Gatling Spear Gun from a distance to make quick work of any Blood Eel you come across. If they do catch you in a throw, it inflicts moderate damage and launches Hayabusa across the area. Fight Blood Eels with your back to a wall to avoid getting caught from behind.

Remote Sentry

Remote Sentry Details

First Seen: Chapter 9
Class: Weak
Reach: Long
Speed: 3
Power: 3
Priority: 2
Abilities: Projectile Attack

Remote Sentries almost always attack over water. Take cover on solid ground and use the Gatling Spear Gun to take them out from a distance. The Gatling Spear Gun is weak and it takes some time to defeat them with this weapon, but it also has an infinite amount of ammunition. Incendiary Shurikens and arrows from the Fiend's Bane Bow also work well, but Hayabusa has a limited supply of ammo for these weapons, which should be saved for more difficult opponents.

Spiney Fiend

Spiney Fiend Details

First Seen: Chapter 9
Class: Weak
Reach: Short
Speed: 2
Power: 1
Priority: 2
Abilities: Acid Drip

Spiny Fiends are very similar to Bone Scorpions. They do not have any long-range attacks other than a lunging throw that can be blocked from a moderate distance, and can only attack at close range or from above with an acid drip. Use the Kusari-gama from a distance or when they are positioned above Hayabusa, then switch to the Falcon's Talons at close range if you have trouble initiating an attack with the Kusari-gama.

Water Demon

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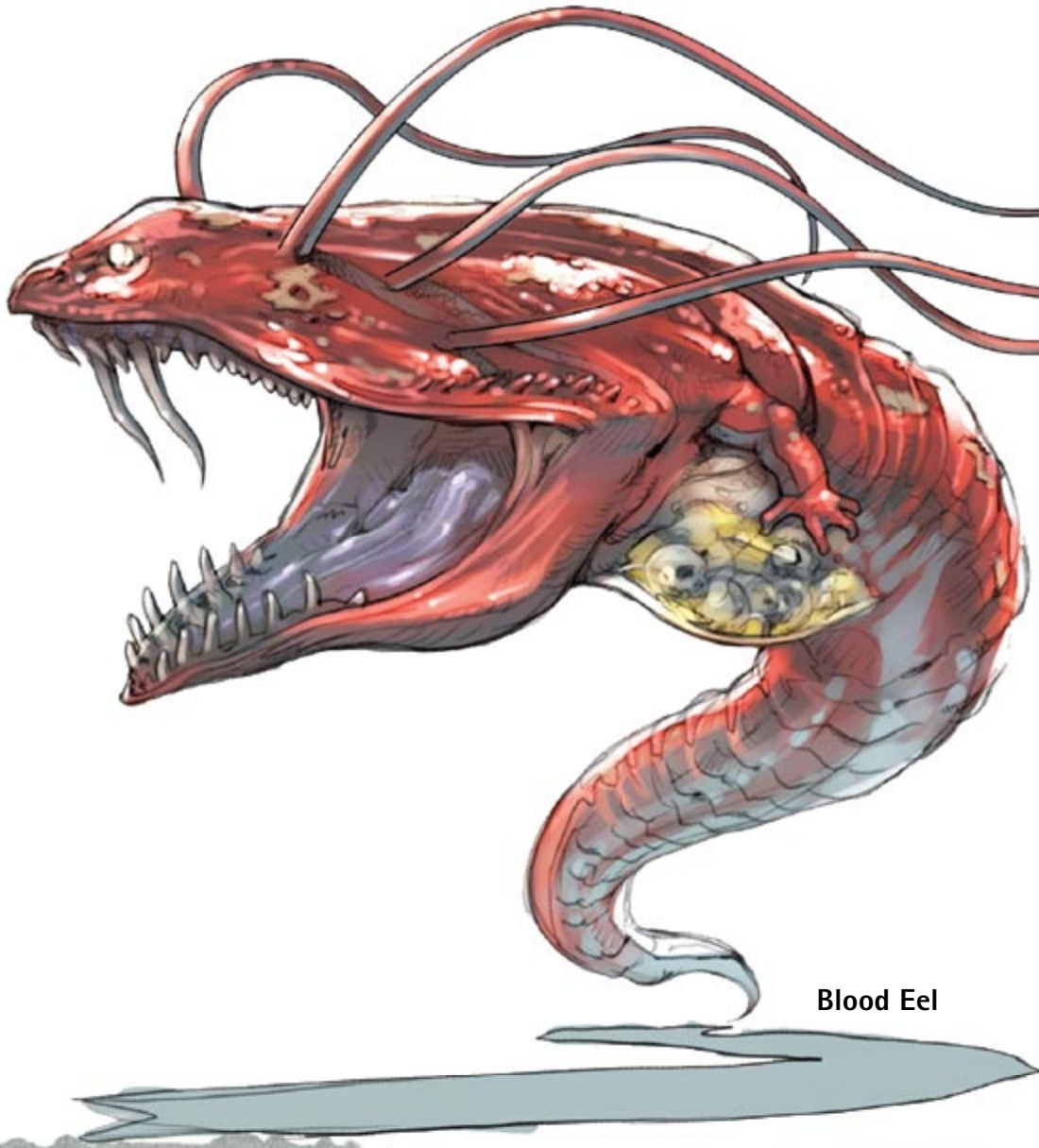
Undead Fish

Undead Fish Details

First Seen: Chapter 5
Class: Weak
Reach: Moderate
Speed: 3
Power: 2
Priority: 3
Abilities: Long-Range Throw

Undead Fish are very weak, but can be an annoyance if they are not taken out quickly. They always attack in groups, but can be seen from a distance. Use the Gatling Spear Gun to take out any and all Undead Fish in the area. They use a throw that tracks Hayabusa from a deceptive range. Also note that Undead Fish can be found underwater, floating high above Hayabusa in the air, or at eye level. When you see a single Undead Fish, look all around the area to ensure you have spotted and killed all of them.



Blood Eel

Part Eight: Path of the Ninja

BASICS

TESTS OF VALOR

Throughout the game are several difficult battlegrounds referred to as Tests of Valor. These battlegrounds are indicated by a swirling vortex over a circular formation of stones. When you enter a Test of Valor, your present status is carried over. This includes your items, health and Ki gauge. While the Test of Valor is a separate battleground, it is treated like an extension of the main game. Therefore, anything that happens during a Test of Valor has a direct impact on your progress through the main game. For example, if you use all of your health items in a Test of Valor, you will have no health items when you leave the battleground. Similarly, if you die during a Test of Valor, you will have to continue your progress from the last save point. However, after the successful completion of a Test of Valor, Hayabusa's health and Ki guage are returned to full.

Tests of Valor pit Hayabusa against a flurry of enemy forces. There are generally two types of enemies in each Test of Valor, with upwards of 100 total opponents to battle against. Aside from a corpse on the ground that may replenish your projectile weapons and Essence dropped from defeated enemies, there are no additional health items to be found inside the battlefield. Tests of Valor are meant to be difficult, but there are a few strategies that will help you succeed. There is a limited number of each enemy type. Focus on a single enemy type until they have been defeated. This significantly lowers the number of enemies simultaneously attacking. Use combos that end in throws when possible, as Hayabusa is invincible during the animation of the throw. In addition, save your progress before you enter a Test of Valor in case you do not successfully complete it.

Upon the successful completion of a Test of Valor, one or more containers appears, along with a vortex to send Hayabusa back to his previous location. A wide variety of items can be found inside these containers, ranging from an Herb of Spiritual Life to a Jewel of the Demon Seal. If multiple containers appear, at least one container spawns more enemies. Selecting a container causes any remaining containers to disappear.

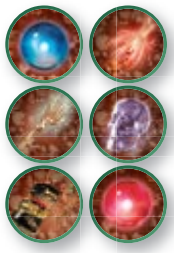
NOTE

The location of the Tests of Valor as well as the enemies found in each Test are located throughout this chapter.

NINPO USAGE

Ninpo magic is a very powerful tool. It can be used to get Hayabusa out of almost any situation. However, the number of times Ninpo can be used is limited by the Ki gauge and the number of Devil Way Mushroom items available. Therefore, the only time Ninpo usage is recommended throughout this chapter is when it is most needed to complete the task at hand.

ESSENCE AND ITEM CALLOUTS



There are Muramasa Shops and Statues of the Earth Dragon scattered throughout the game. You can purchase health and Ninpo items at shops and replenish your health at Statues of the Earth Dragon. However, Hayabusa can only carry a limited number of items. Throughout each chapter there are multiple locations where items can be found or health restored without the need to spend hard-earned Yellow Essence. The location of all health items, as well as Blue and Red Essence, is indicated by icons that can found throughout the text of each chapter. If you find yourself in a tight spot and ready to use Ninpo, check these icons to see where the next batch of Red Essence may be found. Likewise, if you find yourself at a Muramasa Shop, check the icons to see where the next few health items can be found to determine how many supplies need to be purchased.

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NOTE

The contents of some containers change based on Hayabusa's status at the time the container is opened. In some cases, if Hayabusa is low on health or Ki, or has the maximum number of the items obtained, Essence may be obtained instead of the original item. In addition, the type of Essence may change depending on Hayabusa's status. For example, if Hayabusa has a full health gauge, but no Ki available, a container that originally held an Herb of Spiritual Life may change to Red Essence.

CHAPTER DETAILS

At the start of each chapter is a list of details about the chapter. These details provide a brief overview that includes the first in-game appearance of items, weapons, Ninpo magic, techniques, and enemies, as well as the number of maps and any sub- or final bosses. The number of Crystal Skulls obtained in the chapter is also listed. These details are followed by specific information on any new enemies found in the chapter.

NOTE

The details for each new enemy appearance are a quick summary of the enemy. For complete information on each enemy, refer to the Ninja

NOTE

There are four difficulty settings in ***Ninja Gaiden II****. However, upon first starting the game, only the Path of the Acolyte (easy) and Path of the Warrior (normal) are available. This guide was written based on information obatined while playing through the Path of the Warrior difficulty setting. On harder difficulty settings, the enemies and items, as well as prices in the Muramasa Shop and boss battle strategies may vary. Enemies chapter.*

Chapter 1: Sky City Tokyo

Sky City Tokyo Details

Crystal Skulls: 2

Items: Cracked Card Key, Devil Way Mushroom, Grains of Spiritual Life, Herb of Spiritual Life, Life of the Gods, Lives of the Thousand Gods

Ninpo: Art of the Inferno

Weapons: Dragon Sword, Lunar Staff

Techniques: Flying Bird, Flying Swallow, Furious Wind, Obliteration, Reverse Wind, Shadowless Footsteps, Ultimate

Enemies: Melee Ninjas, Ninpo Ninjas, Projectile Ninjas

Boss: Shadow Ninja Rasetsu

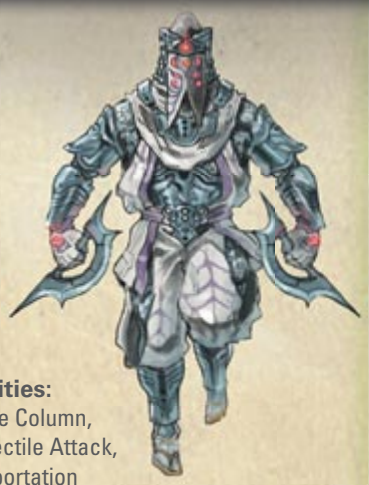
Maps: 1

First Appearance: Melee Ninjas

Abilities: Kamikaze, Projectile Attack

Strategy: The basic Melee Ninja is the most common enemy in the game. They attack with either a standard katana, similar to the Dragon Sword, or a claw weapon similar to the Falcon's Talons. They do not have any notable abilities aside from a kamikaze attack that is used at close range when they are wounded and the ability to throw Shuriken. When fighting against multiple Melee Ninjas, pay close attention to any enemies that have missing limbs as the kamikaze attack cannout be blocked. You must either use the Reverse Wind to dodge the attack, or finish the opponent off with an Obliteration technique or any standard attack.

First Appearance: Ninpo Ninjas



Abilities: Flame Column, Projectile Attack, Teleportation

Strategy: Anytime you encounter a Ninpo Ninja take him out before you focus on the other enemies in the area. Ninpo Ninjas have the ability to shoot flame-based projectiles from long range, as well as create a column of flame that heavily damages Hayabusa. However, they only use these attacks when they are left alone, as both attacks take time to execute. When you approach them, they may teleport away to give themselves more time to use their Ninpo magic. In this instance, use the Flying Swallow to catch them while they attempt to escape.

First Appearance: Projectile Ninjas

Abilities: Kamikaze, Projectile Attack

Strategy: Projectile Ninjas are very similar to Melee Ninjas. In fact, at close range, they pull out a katana and fight almost exactly like a Melee Ninjas. However, it's at a distance where these enemies are most deadly. Take out any Projectile Ninjas first when you encounter a group of Ninjas to avoid their attacks. Once they have seen

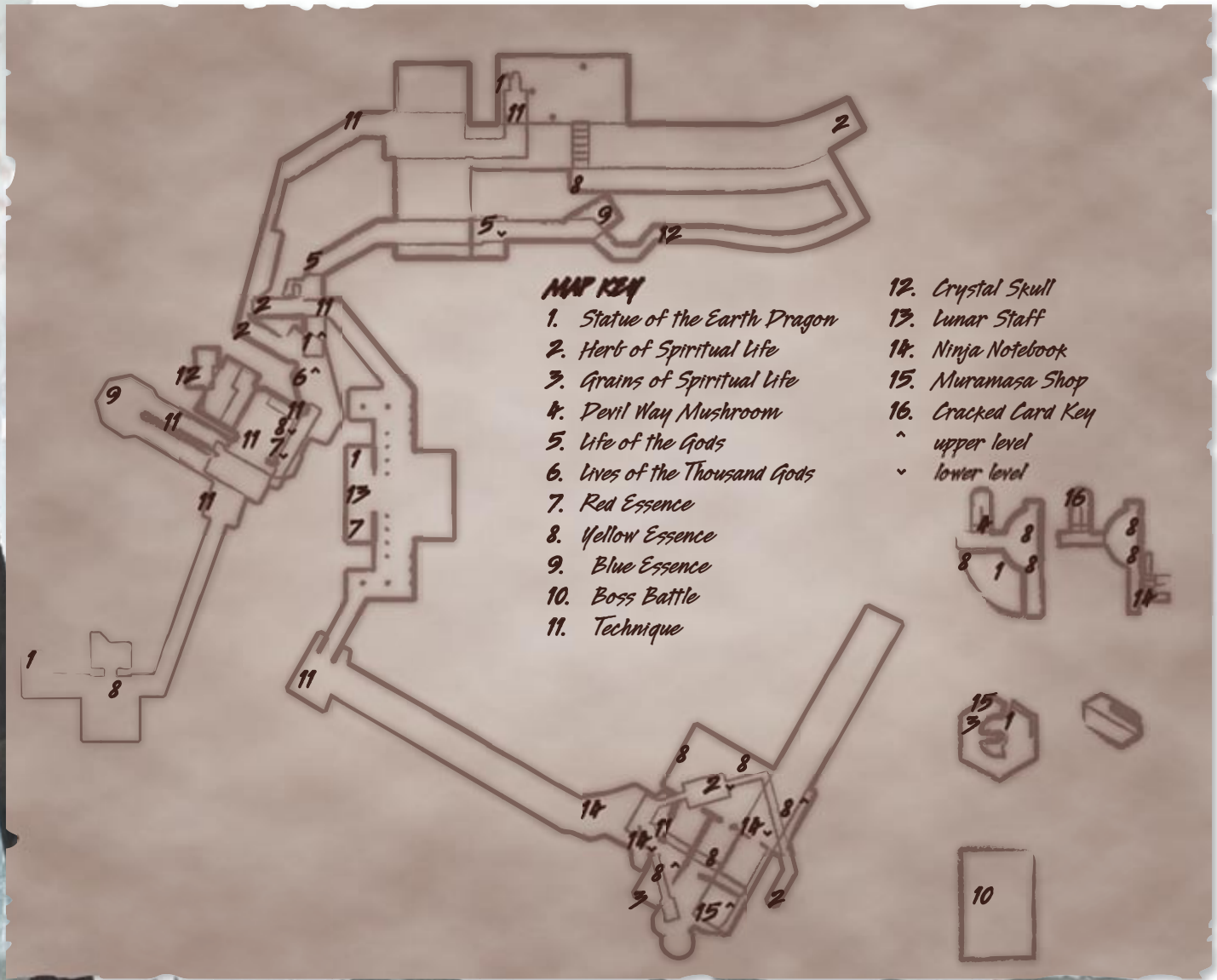
Hayabusa, they begin to shoot flaming arrows at him. They do not cease fire until Hayabusa closes in on them. At this point, they pull out a katana and use a technique similar to the Reverse Wind to get out of melee range and escape back to projectile range. Use the Reverse Wind or Flying Swallow to catch them if they move out of melee range. When Projectile Ninjas lose a limb, they may crawl on the ground, but will still shoot projectiles if left alone, and have the same kamikaze attack as the Melee Ninjas. Finish them off quickly once they've been injured.

The game opens with a brief cinematic followed by a battle against Melee Ninjas. Defeat the Ninjas and head to the left side of the store to find a Statue of the Earth Dragon where you can replenish your health and save your game.

Utilize the statue and head into the store for another cinematic. When the cinematic concludes, continue straight ahead. Break the baskets just before the gate to reveal Yellow Essence and continue through the gate and to the left, down the stairs. As soon as you turn the corner, more Ninjas appear at the bottom of the stairs. Defeat them and continue down the stairs until you reach the door at the end of the pathway.

Open the container to the left of the door to reveal the Reverse Wind technique and continue through the door and to the left. Another batch of Ninjas attack here. Defeat them and continue down the hallway to the next room.

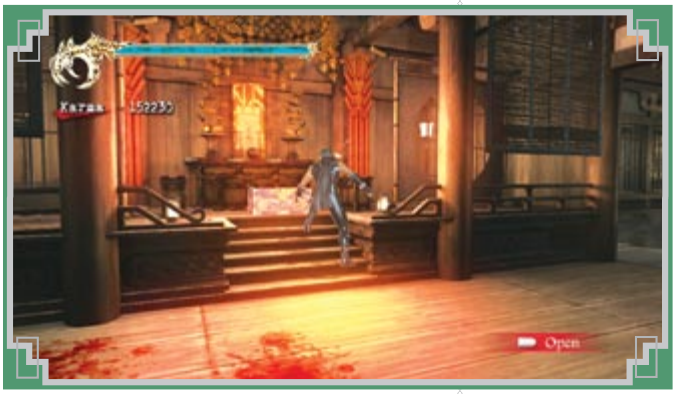
In the center of the room at the far end is another container. Open the container to find Blue Essence that replenishes your health.



Turn right and head down the next hallway to find another group of Ninjas. Defeat them and use the technique of Shadowless Footsteps to cross the hole in the floor. If you fall down the hole, open the container in the corner for information on the technique of Shadowless Footsteps and climb the ladder on the side of the room to get back up to the top of the area.

Cross the hole and take a left at the end of the hallway to find another set of Ninjas. A container is just ahead at the end of the hallway. Open it to find an explanation on the Furious Wind technique.

On the left side of the next room is another container that teaches you the Art of the Inferno Ninpo technique.



Head out of the room and to the right side of the balcony. A Crystal Skull is on the rooftop across from you. Jump from the right side of the balcony where the ledge sticks out to reach the rooftop and acquire the Skull.

Jump down to the bottom of the area to find another horde of Ninjas. Continue into the next room to find a container with Red Essence.

Break the basket and barrels to the left of the container to obtain Yellow Essence and head up the stairs on the right side of the room.

Head up two flights of stairs to find another group of Ninjas at the top. This is where you first encounter two Ninpo Ninjas. Defeat them first, then finish off the rest of the Ninjas and open the container in the middle of the area on the left. The container holds a Lives of the Thousand Gods item. Use the item and continue to the right and up the next flight of stairs.

At the top of the stairs another container holds an Herb of Spiritual Life item.

Open the container and head through the door on the right. As soon as you move through the door, throw several Shurikens to hit the incoming Ninjas.

Defeat the enemies and use Shadowless Footsteps to pass the hole in the floor. If you drop down the hole go up the ladder on the left. Head up the stairs to find more Ninjas. Defeat them and continue down the hallway. Jump across the hole in the floor to the pole and swing across to the opposite side. If you fall down, use the boxes like stairs to climb back up to the top.

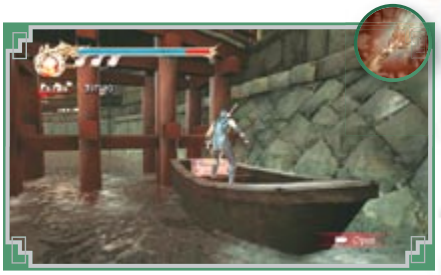
Examine the corpse just after the hole for an explanation of the Obliteration technique and continue down the hallway to find more enemies.

Defeat the Ninjas and take a left at the end of the hallway to find another save point. Examine the corpse in front of the save point for an explanation of the Flying Bird technique. Use the new technique to scale the upward corridor to the right of the save point.

Begin attacking as soon as you reach the top of the corridor as a group of Ninjas awaits you. Two more Ninpo Ninjas are in this group of enemies. Take out the enemies and cross the bridge. Break the barrel at the end of the bridge and continue to the left to find another group of Ninjas.

Defeat them and drop down into the water. Head to the left to defeat the enemies at the end of the waterway. Continue to the left at the intersection to the elevated platform on the far left side of the waterway. In the left corner is a container that holds a Life of the Gods item.

Head back the way you came, pass under the bridge, and continue to the boat at the end of the waterway. Open the container on the boat to find an Herb of Spiritual Life.



Go back in the other direction and head up the stairs on the right. Head back across the bridge and to the left down the path. At the end of the path, turn right and head down the stairs to find more Ninjas.

There are two Projectile Ninjas on the platform over the pathway that shoot exploding arrows. Head back around the corner to gain cover from the Projectile Ninjas. Quickly defeat the Ninjas on the ground and move ahead to the second tree on the right side of the path.

Head to the far side of this tree and scale it to reach the platform above. Continue across the platform to reach the Ninjas with the exploding arrows. Defeat them and grab the Crystal Skull on the same platform.

Jump down and continue on your way. Just after the end of the stairs is a ladder on the left. Head down the ladder and open the container below to find Blue Essence.

Defeat the Ninjas and open the container at the far end of the hall to find another Life of the Gods item. Head back to the ladder and climb up to the top.

There are two more Ninjas ahead, followed by another pole jump. Several more Ninjas attack after the jump. Defeat them and continue on to another pole jump and a save point.

Save your progress and turn around to find a ladder in the opening on the left. Climb the ladder and open the container on the right to find an Herb of Spiritual Life.

Continue in the opposite direction and examine the corpse for an explanation of the Flying Swallow technique. Continue down the hallway to the next open area. Another group of Ninjas attack here. Four Ninpo Ninjas are included in this group. Feel free to use Ninpo here as Red Essence can be found just ahead. Defeat them to open the large door and reveal a statue. Examine the statue to obtain the Lunar Staff weapon, then save your progress at the save point on the right. Head to the opposite side of the small room to find a container with Red Essence.

Move out of the room and to the right, then down the stairs on the left. Examine the corpse at the bottom of the stairs for an explanation of the Ultimate technique.

Continue across the bridge to find another group of Ninjas. Defeat them and continue across the bridge to find another corpse that holds a Ninja Notebook entry on the Obliteration technique.

Head to the building across the way and examine the corpse inside for an explanation of the Ultimate Guidance technique. Just ahead and to the right of the corpse is a scroll. Attack the scroll to remove it from the wall and reveal a hidden room.

Enter the room, break the barrels and basket inside, and open the container at the far end to find a Grains of Spiritual Life item.

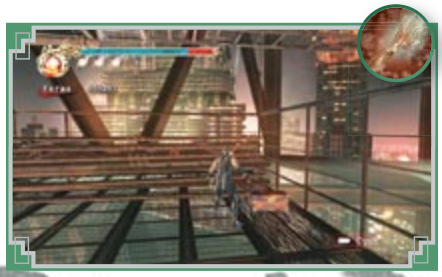
Move out of the room and into the open area to battle against another horde of Ninjas. The open containers around the outer edge of the area periodically release Yellow Essence. Use this to execute the Ultimate technique 2 times and easily dispatch of the enemies. Head to the center of the building to find a container that holds Yellow Essence.

Continue to the left where two more Ninjas break down the wall and attack. Defeat them and continue through the opening created by the enemies.

Head right and continue down the hallway to the open area on the left. Defeat the two Ninjas here to gain access to the first Muramasa Shop.

If you have enough Yellow Essence you can upgrade your weapons at this point and buy several healing items. Jump down the hole to the right of the shop and open the door at the bottom to reach the next area. Examine the corpse ahead to find another Ninja Notebook entry on Shadowless Footsteps.

Continue down the railed pathways ahead to find two more Ninjas. Defeat them and move down to the lower section to find a container that holds an Herb of Spiritual Life.



Head back up and use Shadowless Footsteps to cross the opening. Head all the way to the end of the path to find a container that holds another Herb of Spiritual Life.

Open the container and head back in the direction you came to find an opening on the left side of the pathway. Drop down and examine the corpse on the right for another Ninja Notebook entry for Furious Wind. Continue down the pathway and watch for Ninjas who attack from both directions, including several more Ninpo Ninjas.

Take out the group of enemies and continue down the path to trigger a cinematic. Stay alert as another group of Ninjas attacks as soon as the cinematic comes to an end. Take down the Ninjas and access the save point in the room. Slice open the potted plant in the opposite corner to obtain Yellow Essence and head through the door to the right of the save point. Continue to the left to find another group of Ninjas.

There are stairs to the left, opposite the elevators. Take the downward staircase on the left to find a container at the bottom.

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Open the container to find a Devil Way Mushroom item and continue up the stairs. More Ninjas await at the top of the fourth flight of stairs, including two Ninpo Ninjas. Use the Flying Swallow technique as you approach the top of the stairs to gain the upper hand as the battle begins.

Defeat the enemies and break open the plants on either side of the elevators to find Yellow Essence. Head back to the stairs and continue up to find another container at the top. Open the container to find a Cracked Card Key item.

Head back down two flights of stairs to the room with the most recent enemy attack. Move to the right of the elevators and use the Cracked Card Key to open the door on the left side of the hallway.

Examine the corpse to find the Ninja Notebook entry for the Flying Bird, then head up the ladder on the left side of the room to find a small corridor. When you reach the end of the corridor, use the Flying Bird technique to scale the wall and reach the top.

When you reach the room at the top, Ninjas attack from the right. Defeat them and head to the other side of the room to find another Muramasa Shop. This is the last shop before the boss fight, so stock up on any health items you may be lacking and upgrade the Dragon Sword to level 2 if you can. A container to the left of the shop holds a Grains of Spiritual Life item.

Head around to the opposite side of the room and through the opening in the wall to find a save point. Save your progress and continue up the stairs on the right.

At the top of the stairs is another group of Ninjas that includes three Ninpo Ninjas. Defeat them and head through the door on the far side of the room for another cinematic that leads into a boss fight against the Shadow Ninja Rasetsu.

Boss Battle: Shadow Ninja Rasetsu

Close Range Abilities: Unblockable combos and single hits, as well as a throw

Long Range Abilities: Wind Projectile technique, Regenerating Roar, Long-Range Stomp

Recommended Weapon: Dragon Sword - Level 2

Strategy: If you have the Dragon Sword upgraded to level 2, this fight can be won with relative ease. The Azure Swallow (the level 2 version of the Flying Swallow technique) does not work well, so rely on close-range combat to vanquish the Shadow Ninja. Stay close to prevent him from using his Wind Projectile technique. From a distance, Rasetsu shoots three Wind Projectiles consecutively that inflict damage even if they are blocked. He also pauses to roar, which slightly replenishes his health gauge. If you allow him to stay at a distance, he jumps high into the air and comes down on top of Hayabusa. This is his Long-Range Stomp technique. If he uses this, use the Wind Run to avoid it.

Wind Projectile

Long-Range Stomp

At close range, use the first few attacks of the Piercing Dragon's Fang combo (✕,✕,✕,✕,✕), followed immediately by a Reverse Wind or Furious Wind. Many of Rasetsu's combos cannot be guarded against without taking damage, so continuously dodge to avoid his attacks. Rasetsu also has deceptively long range with his basic melee attacks and combos, so be cautious even if you're outside of Hayabusa's melee range.

Throw

If you do not have the Dragon Sword at level 2, the fight takes slightly longer due to the fact that you inflict less damage, however, the Dragon Sword is still the best weapon for this battle. When Rasetsu reaches approximately 20% health, he takes a knee for a brief moment. Use this opportunity to execute an Obliteration technique and finish the fight.

Chapter 2: The Castle of the Dragon

Castle of the Dragon Details

Crystal Skulls: 2

Items: Rod of Trials, Ultramarine Jewel, Vermilion Jewel

Weapons: Falcon's Talons

Techniques: Counter Attack

Enemies: Ninja Dogs

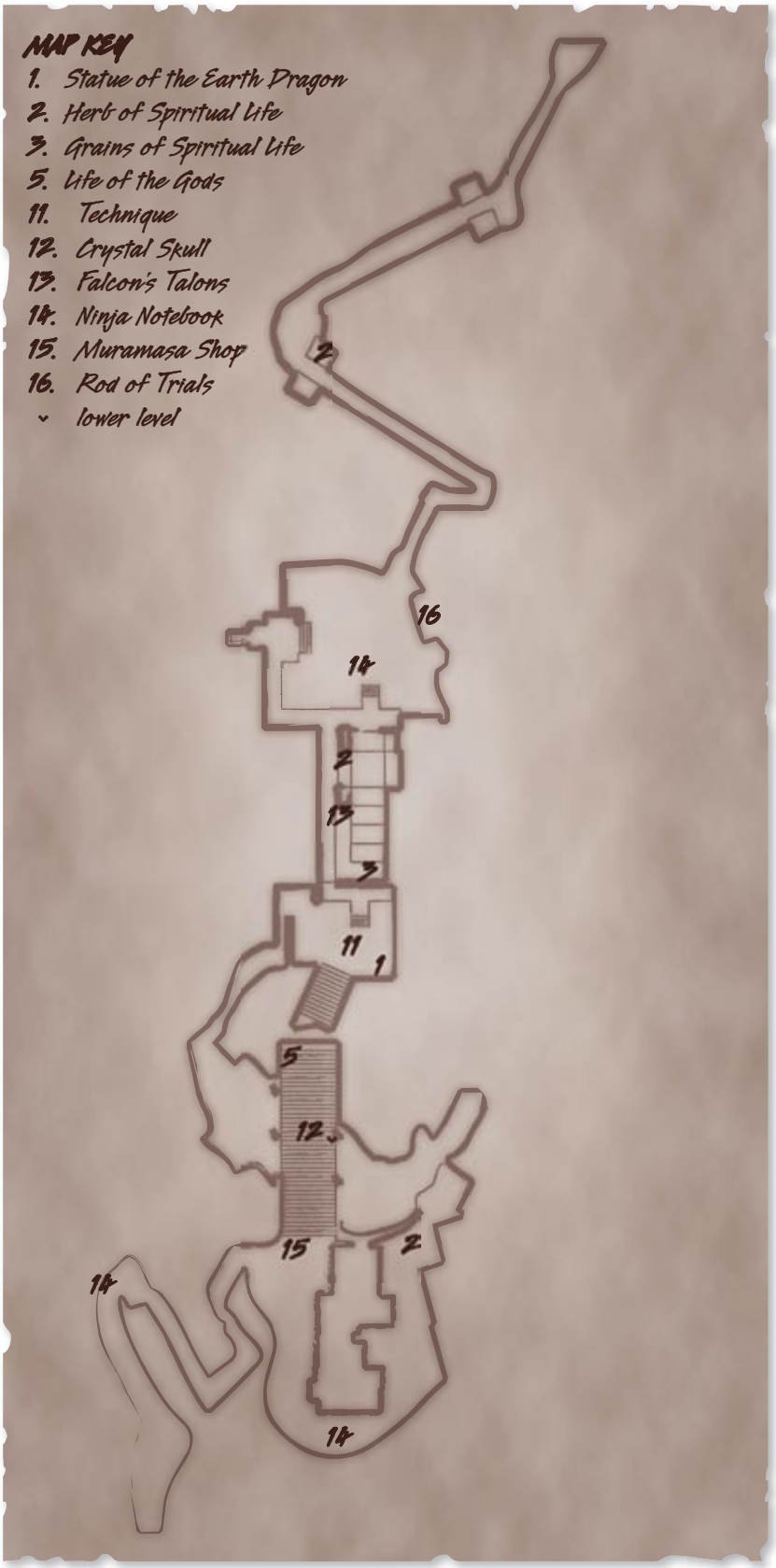
Boss: Genshin

Maps: 6

First Appearance: Ninja Dogs

Abilities: Incendiary Shuriken

Strategy: The Ninja Dogs attack quickly, so use the Dragon Sword or Falcon's Talons to match their speed. Stay on the move as you battle against them. If you remain stationary too long they throw Incendiary Shuriken that inflict moderate damage. Focus on one dog at a time until each has been defeated. They are very weak and it does not take many attacks to defeat them, but they are also very evasive. Use quick weak attacks and avoid the longer execution time of strong attacks.



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After the cinematic at the start of the chapter, head straight and examine the corpse to find another Ninja Notebook entry for the Flying Swallow. Turn right after you examine the corpse to engage a group of Ninjas.

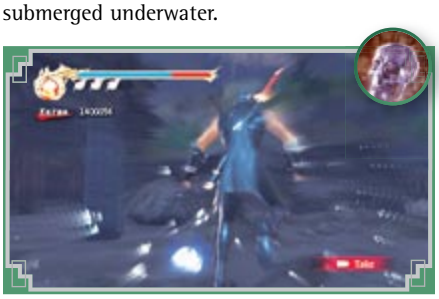
Defeat them and continue down the path. Head left down the stairs and defeat two more Ninjas, then continue down the stairs to the next open area. Defeat the Ninja Dog to the right and access the Muramasa Shop in the corner if you can afford items or weapon upgrades.

KARMA TIP

Head through the door and onto the bridge to battle against another horde of enemies that includes several Ninpo Ninjas. Defeat them and continue to the end of the bridge. There is a container on the left just before the next door. Open it to find another Life of the Gods item. The door here is firmly shut, so continue back the way you came, past the Muramasa Shop.

Head to the opposite end of the open area to find another corpse and Ninja Notebook entry for Reverse Wind. Continue past the corpse and to the left to battle another group of Ninjas and several Ninja Dogs. Beyond the enemies is another corpse that holds an Herb of Spiritual Life.

Continue past the corpse and down the stairs on the left into the water. A Crystal Skull is found just to the left of the stairs, submerged underwater.



Ignore the Skull for now and run along the far left edge of the water to avoid attacks from the Projectile Ninjas ahead. Use the Flying Swallow to take them out, then dive down to retrieve the Skull. Head back to the platform that the Projectile Ninjas were on and head up the pathway to the next open area.

Examine the corpse on the ground for an explanation of the Counter Attack technique. Access the save point in the corner, then head up the stairs and to the left, then down the hallway to encounter a group of Ninjas. Two Projectile Ninjas are at the end of the hallway. Jump through the initial group to take down the projectile wielders first.

Turn right at the end of the hallway and go into the building on the right. Inside, there are two containers. The first container on the right holds an Herb of Spiritual Life.

When you approach the second container on the far wall, several enemies attack. Defeat them and open the second container to find a Grains of Spiritual Life item.

At the end of the building, on the right side, is a small section that houses a new weapon, the Falcon's Talons.

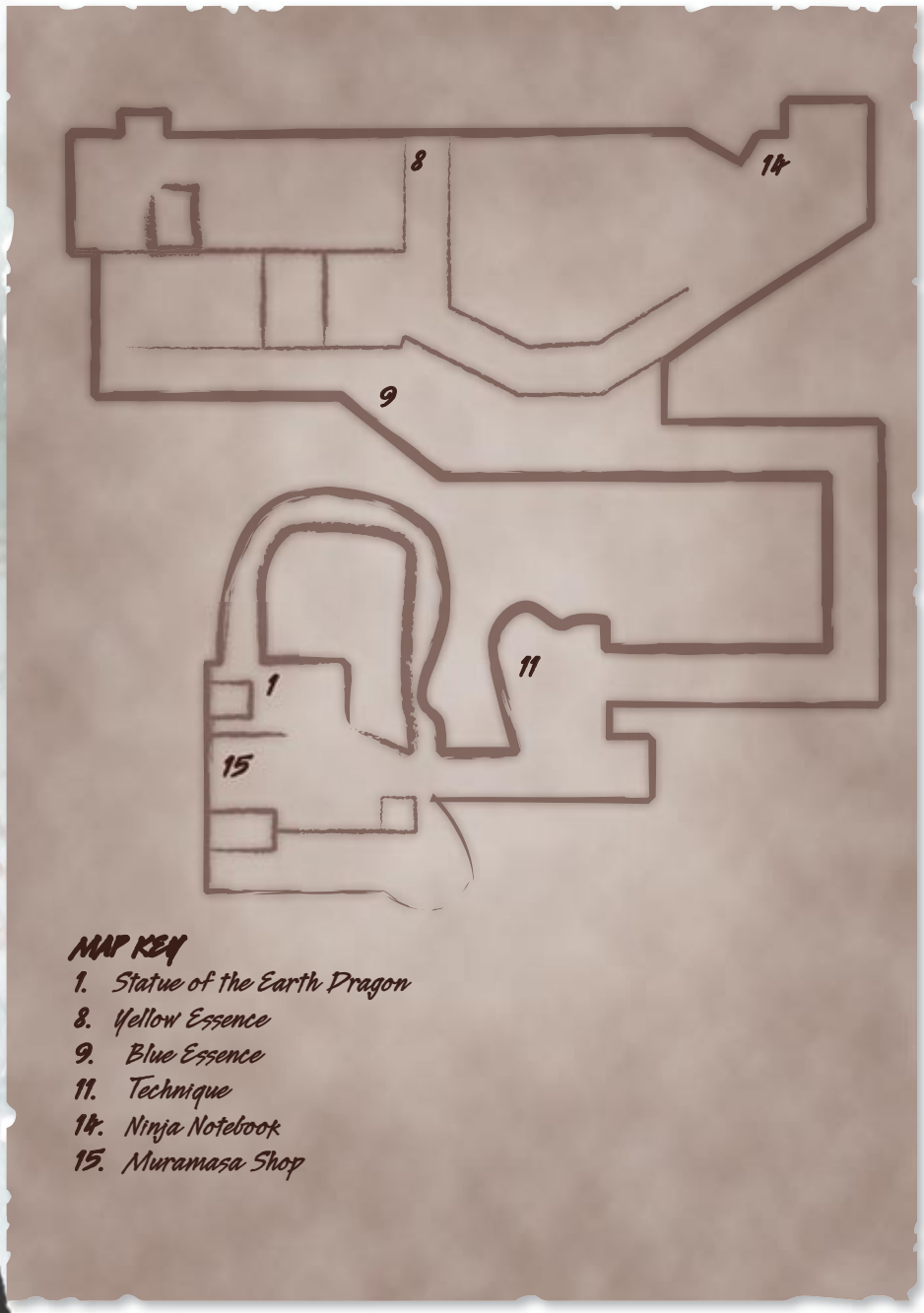
Head back through the door you came in and into the open area to battle against more Ninjas. Take out the Projectile Ninjas before the others. Once all of the enemies have been killed, the candles on the side are lit. Examine the corpse in the middle of the area for the Ninja Notebook entry on Ultimate Guidance, then examine the candles to obtain the Rod of Trials.

Continue on in the direction the Projectile Ninjas attacked from. The building on the left as you came out of the first building is the relic room, but the door is currently locked. Follow the stairs until you engage two Ninjas. Before you attack them, head back around the corner to avoid the Projectile Ninjas at the end of the path. Defeat the Melee Ninjas and quickly move to the end of the path,

Use the Flying Bird technique to scale the wall here and attack the two Projectile Ninjas. There is a container that holds an Herb of Spiritual Life next to the Ninjas on the right.

Open the container and continue down the path to find more Ninjas. Quickly run back around the corner to once again avoid the Projectile Ninjas at the end of the path. Defeat the Melee Ninjas and use the Flying Bird technique to scale the wall at the end of the path and defeat the Projectile Ninjas.

Defeat the enemies and make your way farther down the path and up the stairs on the left. Defeat the Ninjas at the top of the first flight of stairs and access the save point to save your progress. Take the stairs to the left of the save point to find a Muramasa Shop.



MAP KEY

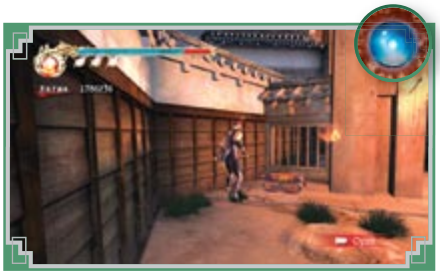
1. Statue of the Earth Dragon
8. Yellow Essence
9. Blue Essence
11. Technique
14. Ninja Notebook
15. Muramasa Shop

When you are ready to continue, head left of the save point, into the small corridor. Watch your back as Ninjas attack from behind after the first turn. Defeat them and head to the end of the corridor. Use the Flying Bird technique to scale the wall and reach the top of the area.

Defeat the Ninjas at the top with a focus on the Projectile Ninjas. Head up the stairs and examine the corpse on the left to find another Ninjas Notebook entry for Counter Attack.

Take the enclosed wooden pathway to another enemy encounter. Take out the Projectile Ninjas before the rest and continue along the path.

More Ninjas attack at the top of the pathway. Defeat them and access the container at the end of this small area, to the left of the doorway. Blue Essence can be found inside the container.



Head through the doorway and turn right at the top of the stairs and into the small corridor on the left, just after the doorway. There is a container at the end of the corridor with Yellow Essence.

Head out of the corridor and up the stairs on the left to find two more Ninjas. When you reach the top of the stairs, another group of Ninjas attack. In addition to the Melee Ninjas, two Ninpo Ninjas appear here. Defeat them and examine the corpse in the entryway ahead to find the Notebook entry for the Ultimate technique.

On one side of this area is a flaming pile of wooden planks. Climb the planks to the rooftop and fight against another mob of enemies, including more Ninpo Ninjas. Stay away from the edge of the rooftop. If you fall off, the ninjas continue to respawn every time you climb back up to the roof.

If you have trouble staying on the roof, jump through the flaming hole as soon as possible and continue the fight in the hallway below.

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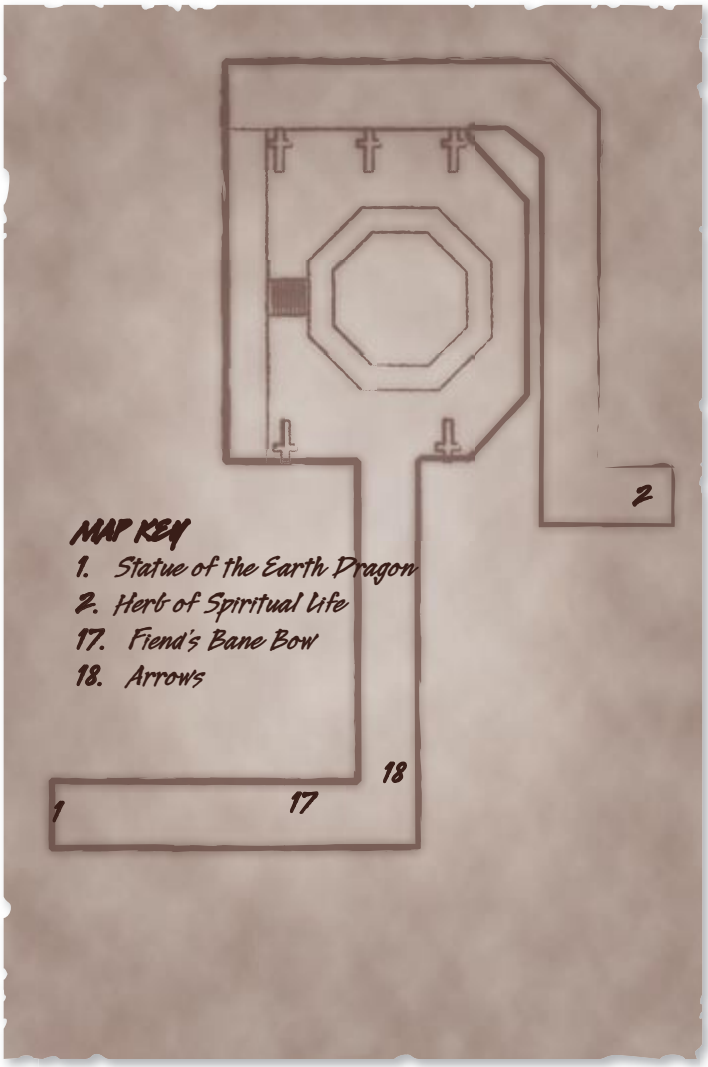
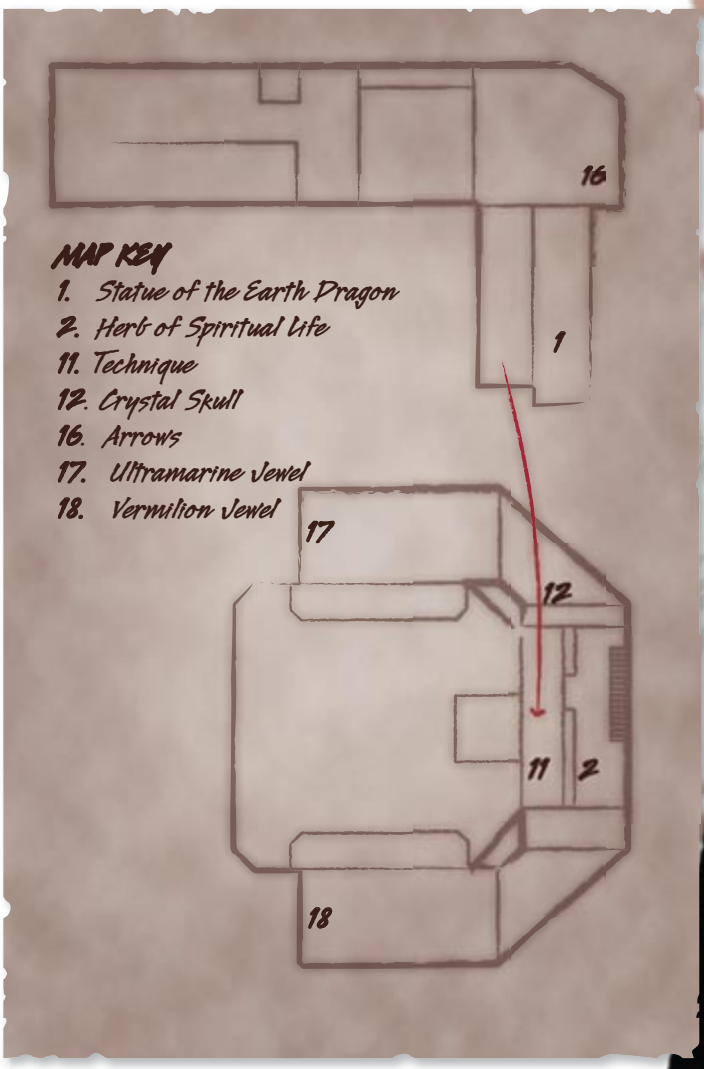




Defeat the enemies and jump through the flaming hole in the roof. When you land in the hallway inside, another set of Melee Ninjas attack, in addition to a group of Projectile Ninjas at the far end. Take out the Projectile Ninjas first, then dispatch of the other enemies. Save your progress at the save point at the far end of the hallway.

Head to the opposite end of the hall and take the Fiend's Bane Bow that can be found to the left of the stairs.

Once you have the bow, head up the stairs and to the end of the hall. Use the bow to shoot the Glowing Sphere in the next room, which clears the path and reveals a staircase. If you run out of arrows, there is an arrow rack that continually replenishes your arrows until you reach a maximum capacity of 30.

Stock up on arrows and continue up the stairs until you drop down into the next room. As soon as you land, the Shadow Ninja Rasetsu confronts you once again. This time Rasetsu isn't alone, as several Melee Ninjas join in on the battle.

Use the Flying Swallow technique to take out any Melee Ninjas that are in your way, but focus primarily on the Shadow Ninja. Use the same strategies as before to take down the Shadow Ninja quickly. Defeat Rasetsu, then work on the remaining enemies.

When the room is clear, head out the small wooden gate opposite the dragon and continue right down the hallway to find a container that holds an Herb of Spiritual Life.

Use the Melee Ninja to inflict damage on the Shadow Ninja Rasetsu by fighting them close to the Shadow Ninja and using the Izuna Drop combo (X,Y,X,X,X,Y) to defeat them. If you are close enough to the Shadow Ninja, the Izuna Drop inflicts significant damage to him while killing the Melee Ninja in the process.

Head back down to the opposite end of the hallway. Two Ninjas attack when you turn the corner. Defeat them and head up the stairs.

Turn right when you reach the top of the stairs and move toward the wall just ahead. More Ninjas break through the wall and attack as you approach. Two Projectile Ninjas await at the end of the room. Focus on them before you move on to the others. Defeat the enemies and use the arrow rack in the far corner to replenish any arrows you may have used.

Cut down the wall to the right of the arrow rack to reveal a staircase and a save point. As you approach the save point, another Ninja drops down and attacks. Defeat him, save your progress, and continue up the stairs.

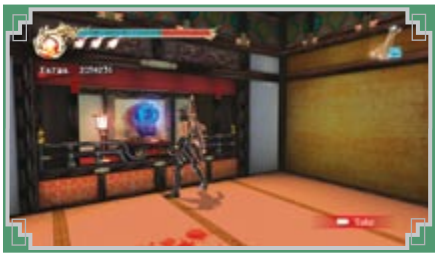
Examine the corpse at the top of the stairs to learn the technique of Unrivaled Soaring. Slice open the wall just opposite the lamp and use your bow to take out the Projectile Ninjas that appear in the next room.

Use Unrivaled Soaring and move to the balcony to the left. Several Ninjas attack from the adjacent room as soon as you land. Defeat the Projectile and Ninpo Ninjas first, then take out the rest. Watch out for the Projectile Ninjas on the opposite side of the area. Stay away from the balcony to avoid getting knocked back to the bottom and shoot arrows at the Projectile Ninjas on the opposite side when you can. If you fall, the Projectile Ninjas continue to attack and the Ninpo Ninjas follow you down. Once all of the enemies are defeated, examine the Glowing Sphere at the end of the room and remove the Vermilion Jewel.

Cut open the wall on the opposite end of the room and continue through the doorway to find a corpse. Examine the corpse for an Herb of Spiritual Life.

Jump over the wooden panel in the floor just after the corpse and continue on into the next room. On the left is a wooden shelf with a Crystal Skull.

Pick up the Skull, then slice open the wall at the end of this room to reveal several Melee, Ninpo, and Projectile Ninjas. Take care of the Projectile and Ninpo Ninjas first, then move on to the rest. Dispatch the enemies and examine the Glowing Sphere at the end of the room to find the Ultramarine Jewel.



Once you have the jewel, use Unrivaled Soaring to reach the platform you started on when you first used the new technique. Examine the two mirrors on the platform and place the jewels inside each to open the Mouth of the Dragon statue in the center of the room.

Shoot an arrow at the Glowing Sphere to the right of the dragon to lower a platform just in front of the Dragon's Mouth. Jump onto the platform and continue into the Dragon's Mouth.

Head to the right and save your progress at the save point. Open the container at the opposite end of the hallway to find a Devil Way Mushroom item.

Go through the hole in the middle of the wall and out onto the rooftop. Several Ninpo Ninjas attack here. Use the Flying Swallow technique to dwindle their numbers and avoid their Ninpo attacks.

Defeat the enemies and head to the left, up the inclined roof and through the window at the top. When you enter the window, four Projectile Ninjas attack from the opposite side of the room. To avoid their attacks, quickly move around the balcony to their position. Melee Ninjas spawn as you approach their position, but ignore them until the Projectile Ninjas have been defeated. Use the Wind Path technique to get through the Melee Ninjas.

Take care of the enemies and open the container in the far corner of the room to retrieve a Lives of the Thousand Gods item. Use the item and drop down the hole to the right of the container.

A save point and Muramasa Shop are found on either end of this hallway. Replenish your items, save your progress, and continue back up the ladder and into the room you just left.

Head to the other side of the room as two more Ninjas attack. Defeat them and continue up the stairs to battle against even more enemies. Take a left at the top of the stairs to find a corpse.

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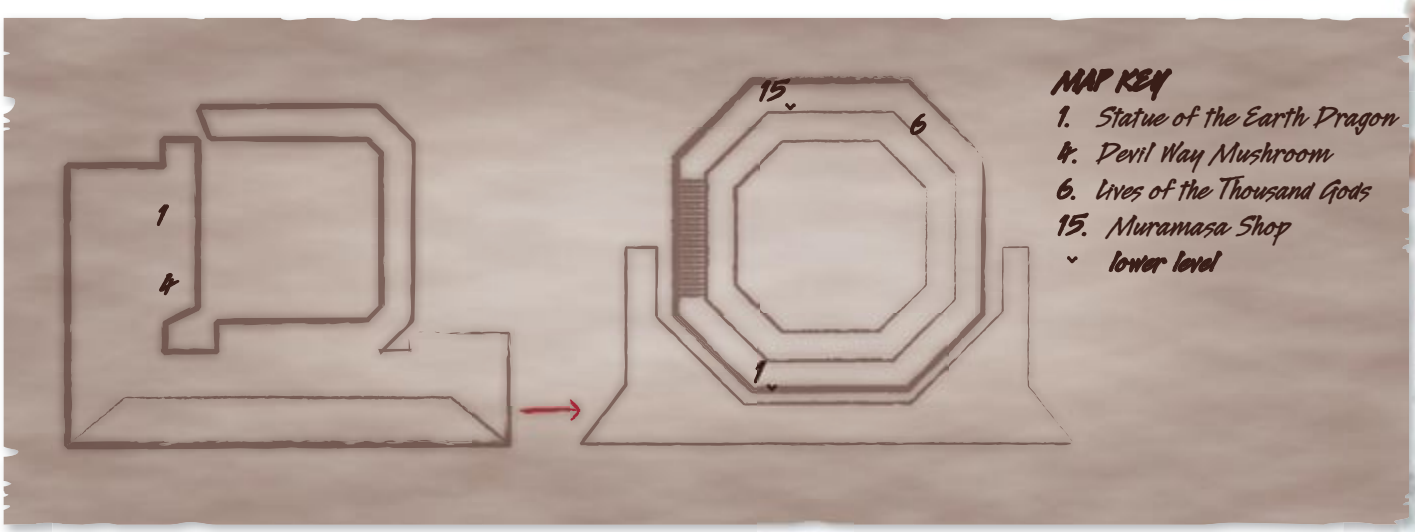
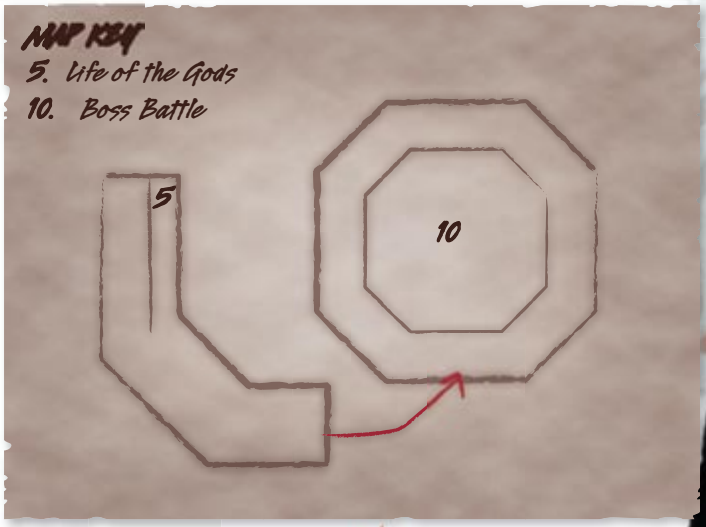


Examine the corpse for a Life of the Gods item and continue back toward the stairs to the left wall just around the corner.

Open the door here to trigger a cinematic, followed by a boss battle against Genshin.



Boss Battle: Genshin

Close-Range Abilities: Strong and weak combos, Counter Attack technique, Parry technique

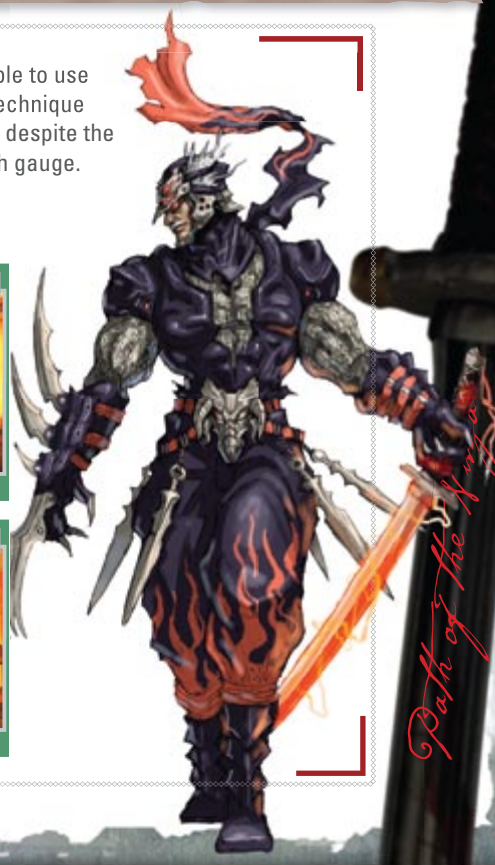
Long-Range Abilities: Ultimate technique, Anti-Air technique.

Recommended Weapon: Dragon Sword - Level 2

Strategy: The battle against Genshin is a battle between two skilled Ninjas. From a distance, Genshin uses a technique comparable to Hayabusa's Ultimate technique. It is very damaging and difficult to avoid, so stay as close as possible to Genshin. If he does execute the Ultimate technique, immediately use the Reverse Wind to move away from Genshin as quickly as possible. Some of the attacks in Genshin's Ultimate technique can be blocked, but others break through Hayabusa's guard and inflict damage, so stay on the move.

At close range, Genshin can counter or parry Hayabusa's attacks. This includes the first attack from either Ultimate technique, halting it completely. Focus on the Undefeatable Demon combo (Y,Y,Y) as your primary source of damage. However, be cautious of a counterattack or parry. Should this happen, use the Reverse Wind, then continue with the Undefeatable Demon combo.

Do not use the Flying Swallow or any other aerial attacks, as Genshin has the ability to counter any aerial attacks Hayabusa uses. There is a chance that Genshin's counter will miss, but it is far too risky to rely on. It is also not possible to use an Obliteration technique against Genshin, despite the level of his health gauge.



Chapter 3: Thunderclap of Catastrophe

Thunderclap of Catastrophe Details

Crystal Skulls: 2

Items: Jewel of the Demon Seal

Ninpo: Art of the Wind Blades

Weapons: Incendiary Shuriken

Techniques: Invisible Path

Enemies: Bats, Demon Spawns, Flying Demons, Half-Dragon Demons

Boss: GigaDeath

Maps: 1

First Appearance: Demon Spawns

Abilities: Projectile Attack, Long-Range Throw, Short-Range Fire Breath

Strategy: Demon Spawns shoot two fireballs in rapid succession when fighting from a distance. They are also classified as strong-type enemies, meaning they are not easily stunned and can attack Hayabusa during a combo string. The Flying Swallow technique works well to close in on them quickly, while inflicting damage on multiple enemies at a time. At close range, do not use any combos that lead into aerial attacks as these enemies cannot be knocked into the air. When left alone, they use the Short-Range Fire Breath technique or the Fireball Projectile from a distance. In addition, as they close in on Hayabusa, they use the Long-Rang Throw technique. If one is seen approaching, be prepared to use the Reverse Wind to avoid the Long-Range Throw.

First Appearance: Flying Demons

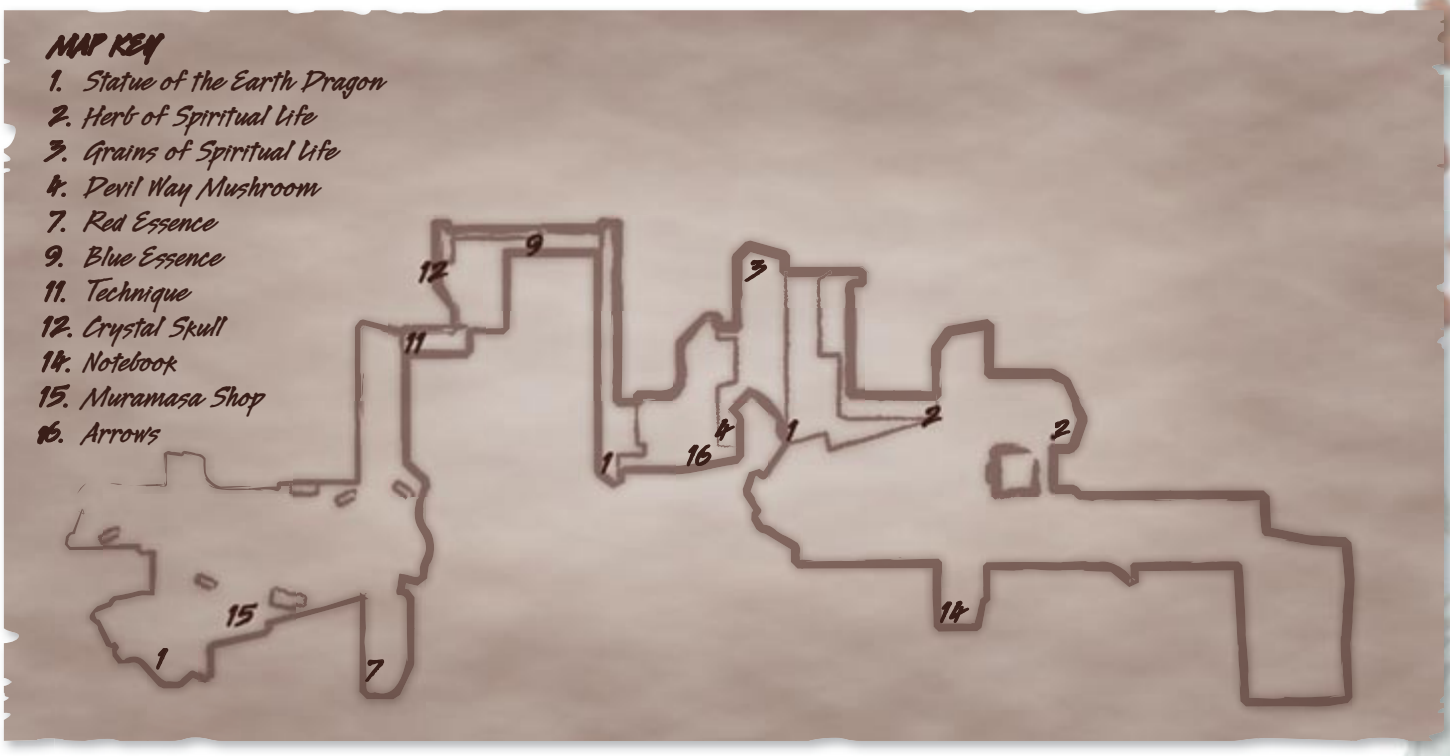
Abilities: Flight, Projectile Attack, Long-Range Dive Attack

Strategy: The Flying Demons shoot fireballs from a distance and periodically lunge at Hayabusa. Their attacks are relatively slow in succession, but they almost always attack in groups. Use the Fiend's Bane Bow and jump into the air to automatically aim at the closest Flying Demon. Fire two shots at once and use the quick charge method (hold Y as soon as you land from a jump) to fire a partially charged shot upon landing. Repeat this process to quickly dispatch of Flying Demons.

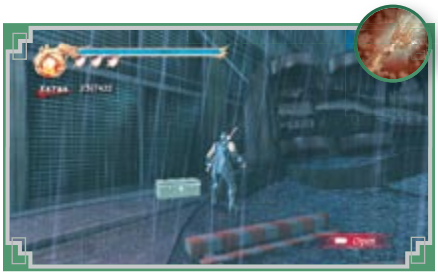
First Appearance: Half-Dragon Demons

Abilities: Projectile Attack, Flight, Short-Range Fire Breath

Strategy: A direct upgrade of the Demon Spawn, the Half-Dragon Demon's abilities are almost identical to its lesser brethren. Instead of shooting two fireballs from a distance, the Half-Dragon Demon shoots three at a time. In addition, instead of using a Long-Range Throw, the Half-Dragon has the ability of flight similar to the Mecha Fiends. When they are in the air, use the Flying Swallow to bring them down. The Flying Swallow also works well to keep Hayabusa constantly on the move and out of reach of the Half-Dragon Demons. At close range, do not use combos that lead into the air, as these enemies cannot be knocked into the air. After a single combo, use the Reverse Wind or Flying Swallow to move away from the Half-Dragons to avoid a counter-attack. If they begin to wind up for an attack, cease your combo attack and immediately use the Reverse Wind to avoid their attack.



After the cinematic comes to a close, head to the right to find a container that holds an Herb of Spiritual Life.



Move back in the direction you came and defeat the bats that attack. Turn right to go down the street and access the Muramasa Shop by the shops on the far right. Continue down the street to engage several enemies. You can also use Ninpo magic here, as Red Essence can be found ahead.

Defeat the demons and turn right at the intersection to find a container at the end of the street with Red Essence.

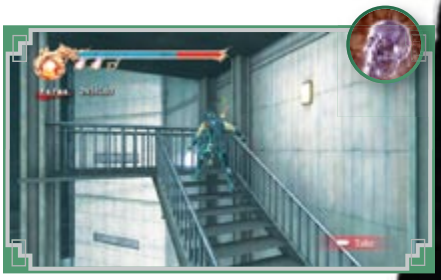
Bats attack when you reach the container. Make quick work of them and head in the opposite direction, past the intersection. Head into the hallway on the right, just past the burning car at the end of the street. Examine the corpse to learn the Art of the Wind Blades Ninpo.

Continue forward and follow the hallway to the left. Defeat the Ninjas that attack as you turn the corner and continue toward the stairs. Be cautious as you approach the

stairs, as two Projectile Ninjas await. Use the Wind Run to get close to the enemies while avoiding their attacks. Take out both Projectile Ninjas, then head back to the bottom and to the right to find a container with Blue Essence at the end of the hall.

Turn around and head up the stairs. When you reach the pathway at the top, several Projectile Ninjas attack from the far end, while Melee Ninjas attack from just ahead. Move to the right and use Shadowless Footsteps to avoid an attack from the Projectile Ninjas. Quickly move past the Melee Ninjas and dispatch of the Projectile Ninjas. Do not move to the far end of the path as two Ninpo Ninjas and several more Melee Ninjas attack when you reach the end. Use the Fiend's Bane Bow to take out the Projectile Ninjas at the end of the path, then focus on the remaining Melee Ninjas before moving ahead to the other enemies.

Defeat all of the enemies and head back to the stairs. Go up one more flight of stairs to find a Crystal Skull at the top.



Grab the Skull and head back to the opposite end and turn right into the next hallway. At the end of the hallway is a save point. Save your progress and use the Flying Bird technique to scale the corridor to the left of the save point.

Several Ninpo Ninjas attack at the top of this area, followed by the first appearance of the Flying Demon enemies. Defeat the Ninpo Ninjas, then use the Fiend's Bane Bow to make quick work of the flying enemies. Do not shoot two arrows in the air, as this group of Flying Demons shoots fireballs rapidly and with precision aim. If you try to shoot multiple arrows in the air, the fireballs will hit you. Continuously use the Reverse Wind

and wait for the short pause between fireball barrages to counterattack. If you run out of arrows, there is a corpse in the corner of the area that can continually replenish your arrow supply.

As soon as the Flying Demons have been defeated, multiple Projectile Ninjas attack from the building across the way. Head over to the ladder on the left and take them out with the Fiend's Bane Bow. Continue to use the aerial auto-aim or use an Ultimate technique between their attacks to take them out in one shot.

Fully replenish your arrows and head to the left of the corpse toward the cable that runs from the building you're on to the adjacent building. Do not use the cable yet, instead head to the ladder on the right, just before the cable, and climb down to the platform below.

Head to the right and use Shadowless Footsteps to head to the next platform. There is a container here that holds a Devil Way Mushroom item.

KARMA TIP

You can drop down to street level to fight a group of Ninja dogs. The battle is optional as you can simply head back to the rooftop, but if you wish to maximize your Karma score you must partake in as many battles as possible. When you have defeated the Ninja dogs, head down the street to find a container at the end that holds a Grains of Spiritual Life item.

Head back to the vertical corridor on the right and use the Flying Bird to reach the upper platform again.

Move back to the previous platform and climb the ladder back to the rooftop. Take the cable to the adjacent building and drop down when you reach the other side. Two Ninjas attack when you drop. Defeat them and jump down to the platform just below the one you're on. Do not use the ladder here as the Projectile Ninjas below attack on sight.

Defeat the enemies and save your progress at the save point in the corner. Head to the left of the save point to find a container at the end of the platform. Open the container to obtain an Herb of Spiritual Life.

Turn around and jump off the platform at the opening in the guard rail. Defeat the horde of Demon Spawns that attacks. To the left of the New York Police Dept. building is a container that holds an Herb of Spiritual Life.

To the right of the building, down the side street, is a corpse that holds the first part of the story of the Four Greater Fiends.

As you approach the corpse, a group of Demon Spawns appears. Take them out, then continue down the street and into the corner for a brief cinematic.

After the cinematic concludes, the Half-Dragon Demon makes its first appearance, followed by several standard Demon Spawns. Take out the enemies, then jump down the hole they crawled out of.

Save your progress at the Statue of the Earth Dragon and continue past it to engage several more of the Demon Spawn. Continue down the hallway and to the left. Climb the ladder and examine the corpse at the top to find a Notebook entry for Shadowless Footsteps. Head down to the opposite end of the hallway toward the ladder at the end. Several bats attack on your way, but a single attack kills each with ease.

Examine the corpse near the ladder to find a Jewel of the Demon Seal. Climb the ladder to the top, then use the Flying Swallow to reach the opposite side. Once across, open the container here to obtain Red Essence and head down the path and to the left.

When you reach the gate on the left, go into the opening and down the ladder. Run across the platform to the container to find an Herb of Spiritual Life.

Continue down the next ladder and head to the right down the corridor. Defeat the Demon Spawns that attack and continue on to the crevice in the floor.

KARMA TIP

If you wish to maximize your Karma score or collect all of the Ninja Notebook entries, jump down into the water and swim to the left to find a corpse that holds a Notebook entry for Unrivaled Soaring. Several bats attack along the way. Head up the ladder and use Shadowless Footsteps and Unrivaled Soaring to reach the top. Open the container here to obtain Blue Essence, then go into the opening on the left and drop down to return to the corridor where you started.

Use Shadowless Footsteps on the right wall to reach the horizontal bar in the middle of the crevice. Swing from the bar to the wall and use Shadowless Footsteps again to cross the rest of the crevice. Run over to the next gap and defeat the Demon Spawns. Use Shadowless Footsteps on the left wall to reach the other side. Immediately jump down to the bottom to battle against multiple Demon Spawns. Defeat the enemies and use the corpse in the corner to replenish your supply of arrows if need be.

Cautiously head into the opening in the wall. As soon as you near the next hallway another Demon Spawn lunges at you. To avoid this, use the Flying Swallow to propel yourself through the opening. Take out the Demon Spawns and head to the left to find a corpse. As soon as you reach the corpse, look to the right down the narrow opening. Equip the Fiend's Bane Bow and wait for a Projectile Ninja to appear in your sights. Take out the enemy and examine the corpse to learn the technique of the Invisible Path.

Use the Invisible Path technique to move through the small corridor directly ahead. Collect the Crystal Skull on the platform.

Drop down into the water, dive down, and circle the platform to find a container under the water that holds a Life of the Gods item. Swim back in the direction you came until you reach a small platform. Use the Flying Bird technique to scale the wall and reach the top of the area again.

Head straight to find another save point. Save your progress and use the Flying Bird technique to scale the wall to the right.

When you reach the top, more Demon Spawns attack. Defeat them and use Shadowless Footsteps along the right wall to reach the platform ahead. Jump up to reach the pole above and use it to reach the platform on the left.

Open the container on the platform to find a Grains of Spiritual Life item. Jump back to the pole and head to the left to reach the next platform.

Drop from the pole, then use Unrivaled Soaring on the right wall to move around and reach the area to the left. As soon as you land, several Ninjas spawn. Ignore the Melee Ninjas and use Shadowless Footsteps on the left wall to quickly get through and over to the Projectile Ninjas in the corner, up the stairs. Take them out with a quick Flying Swallow, then take out the remaining Melee Ninjas. Use Unrivaled Soaring to reach the Muramasa Shop on the top platform. Pick up supplies or make weapon upgrades if needed.

Enter the door on the platform, but be prepared for an immediate attack from the right. Several Melee and Projectile Ninjas are in this area, as well as large fans at each end. Use the Fiend's Bane Bow to hit the blue circle in the middle of each fan to disable them. If you come in contact with the fan blades before disabling them, they inflict significant damage to Hayabusa. Also be cautious not to drop into the water until all of the Ninjas around the top of the area have been dispatched. As soon as you drop into the water, several Demon Spawns attack.

Defeat all of the enemies and climb the ladder to find a corpse on the right. Examine the corpse to obtain Incendiary Shurikens.

Use the Flying Swallow to jump across to the other side and head through the fan to the left. Several Melee and Projectile Ninjas attack in the next room. Take them out, then jump to the bottom to engage in battle with more Demon Spawns. Defeat them, head up the ladder, and use the Flying Swallow to reach the other side again. Examine the corpse on the right to obtain a Grains of Spiritual Life item.

Head in the opposite direction and take out the fan that blocks your path. Move across to the other side and open the container at the end of the path to obtain another Grains of Spiritual Life item.

Go back into the first room and replenish your Incendiary Shurikens and continue through the fan on the opposite side. Drop down to the bottom and take out the Melee Ninjas ahead. Run over to the ladder on the left to avoid attacks from the Projectile Ninjas around the corner and take care of the Melee Ninjas. Climb the ladder and dispatch of the remaining Melee Ninjas. Head around the corner and use the Flying Swallow to take out the Projectile Ninjas ahead.

When all of the enemies have been taken care of, use the Fiend's Bane Bow or Incendiary Shurikens to disable the fan, then use Shadowless Footsteps along the left wall to reach the pole in the middle. Use the pole to swing through the fan and drop down into the next room.

Defeat the bats that attack, then dive down and head through the opening under the water. Swim up to the surface and take care of the bats that attack. There is an Statue of the Earth Dragon in the corner. As you approach it, two more fiends attack. Dispatch of them and save your progress. Equip the Incendiary Shurikens and head to the structure to the right of the Statue of the Earth Dragon. Use the Flying Bird technique to scale the wall and reach the top.

When you reach the top, use Incendiary Shurikens to defeat the three Projectile Ninjas that surround you. It takes two Incendiary Shurikens to defeat each enemy. Use Unrivaled Soaring along the right wall to reach the platform where the Projectile Ninjas were. Open the container at the end of the platform to find Red Essence.

Turn around and use Shadowless Footsteps on the left wall to reach the corridor ahead. When you land on the platform, two Demon Spawns attack. Dispatch of them and continue down the hallway to find more fiends. Use the Flying Swallow to make quick work of the large number of demons that attack in this narrow hallway.

Drop down to the bottom of the area and defeat another horde of Demon Spawns, then continue down the corridor to the step-like platforms. When you reach the top, quickly turn around and use Invisible Path along the right wall to reach the Projectile Ninjas ahead. Dispatch of them and the Melee Ninjas that attack, then head back to the first platform above the steps. Examine the corpse to find another Ninja Notebook entry on Invisible Path.

Head back to the platform where the Projectile Ninjas were. When you land, quickly move around the bend to defeat the remaining Projectile and Melee Ninjas, then return to the area where you landed and access the Muramasa Shop if you need supplies.

Continue forward, but be careful not to fall off the path here, as you will have to climb back up the stone stairs if you do. Head to the end of the path to another save point. From the save point, turn around and use Shadowless Footsteps on the right wall to reach a Test of Valor.

Test of Valor

Enemies: Melee Ninjas, Ninpo Ninjas, Projectile Ninjas

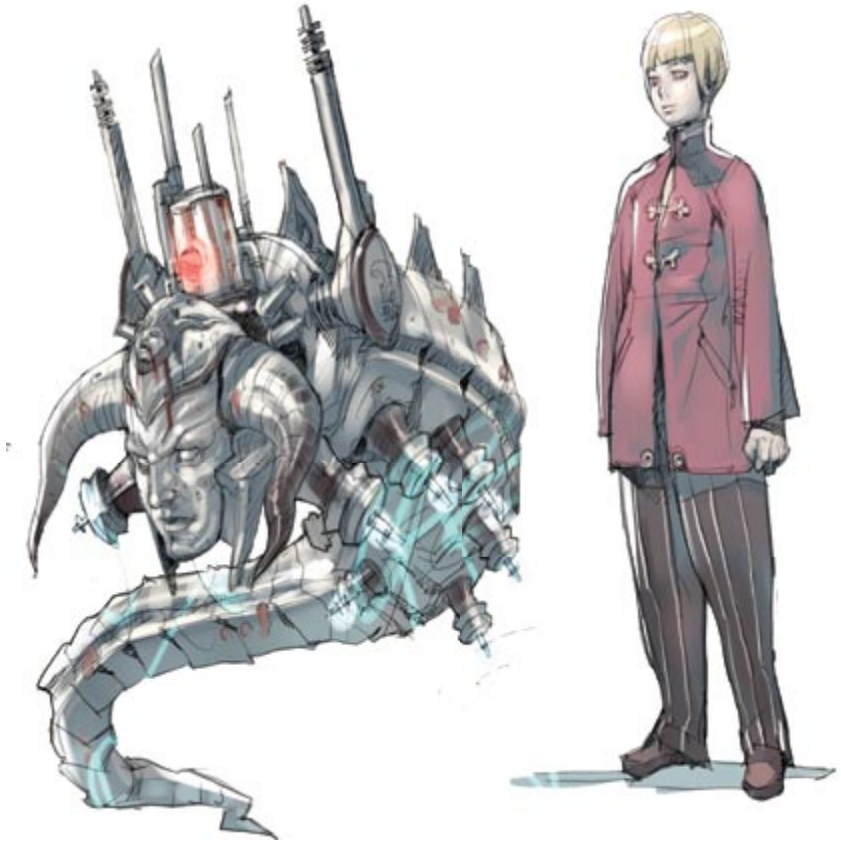
Reward: Lives of the Thousand Gods

Save your progress, then continue to the left. Jump down into the tunnel and head to the right. Ignore the Melee Ninjas and proceed to the far end of the tunnel to take out the Projectile Ninjas. Move under the subway car to avoid fire from the two remaining Projectile Ninjas and dispatch of the remaining Melee Ninjas.

Use Shadowless Footsteps on the subway car on the right to reach the main car and the remaining Projectile Ninjas. Take them out and head back to the opposite end of the tunnel to take out several more Melee and Projectile Ninjas that have spawned. Defeat all of the enemies and head back to the subway car that the original set of Projectile Ninjas were standing on.

Continue to the left when you reach the subway car. When you drop down, several standard Demon Spawns and Half-Dragon Demons attack. When all of the fiends have been taken care of, a short cinematic plays, followed by a boss fight.

Boss Battle: GigaDeath



Close Range Abilities: Untouchable body, Face of Death

Long Range Abilities: Projectile Attacks, Mini-Death Spawns.

Recommended Weapons: Lunar Staff, Fiend's Bane Bow, Art of the Inferno

Strategy: This is a unique boss that inflicts damage if you touch it. The Fiend's Bane Bow and Lunar Staff are the weapons of choice for the battle. There's a corpse on the ground at both ends of the battlefield that replenish arrows.

The boss moves from one end of the tunnel to the other, swaying from side to side, and rapidly shooting fireballs from its head. You cannot block consecutive fireballs, but you can dodge them with precise timing. However, the boss can only shoot fireballs when it's facing you. If you stay behind it, the fireballs do not pose a threat.

Untouchable body

At any point in time during the battle, GigaDeath spawns a multitude of Mini-Deaths: smaller versions of itself. These Mini-Deaths act like homing missiles and explode on impact. Hayabusa takes damage even when blocking this attack. When the Mini-Deaths spawn, defeat them with the Art of Inferno Ninpo magic. If you can no longer use Ninpo, a well-timed Bladed Spider combo (Y,Y) with the Lunar Staff also works to deflect the Mini-Deaths and avoid damage. At approximately 50% health, GigaDeath uses the Face of Death attack. Any time GigaDeath pauses and shakes in place, the Face of Death is coming. GigaDeath shoots a large face toward Hayabusa, which moves slower than the Mini-Deaths, but homes in just as well. As soon as you see GigaDeath pause and shake, move behind it as quickly as possible. This attack almost always inflicts at least 50% damage to Hayabusa, and has the ability to inflict well over 90% damage in some situations, so it is extremely important to avoid it at all costs.

Fireballs

When the battle begins, stay close to the right wall and rush toward GigaDeath. Do not go any farther than halfway down the tunnel. Time it so that the boss passes you while it sways to the opposite side. As soon as the boss passes, immediately aim a fully charged arrow at it. A fully charged (Ultimate technique 2) shot to its head inflicts 25% damage to GigaDeath, so wait for it to turn and take careful aim as every shot counts in this boss battle.

Mini-Deaths

As soon as it turns, shoot the fully charged arrow at its head and rush toward it again to ensure you stay behind it. With proper timing GigaDeath stops just as you pass it to unleash a volley of fireballs. When this happens, immediately shoot a fully charged arrow at its head. If you're fast enough you can get two fully charged shots off before GigaDeath begins to move again. Repeat these tactics until the boss has been defeated, but be cautious of the Mini-Death attacks when GigaDeath is below 50% health. Replenish arrows at either corpse if you begin to run low, but you should not have to restock if this strategy is executed properly.

Face of Death

The battle against GigaDeath is a quick fight. It should be down to 50% health or less by the time it spawns Mini-Deaths for the first time. Use a single Art of the Inferno to clear the Mini-Deaths, then use another fully charged arrow to GigaDeath's head as it turns. One final Mini-Death attack should be thwarted by a second Art of Inferno, then a single charge arrow (Ultimate technique 1 or 2) should be enough to force GigaDeath to hunch over. When this happens, quickly run up to it and use an Obliteration technique to finish the fight.

Chapter 4: A Captive Goddess

A Captive Goddess Details

Crystal Skulls: 3

Weapons: Dragon's Claw and Tiger's Fang

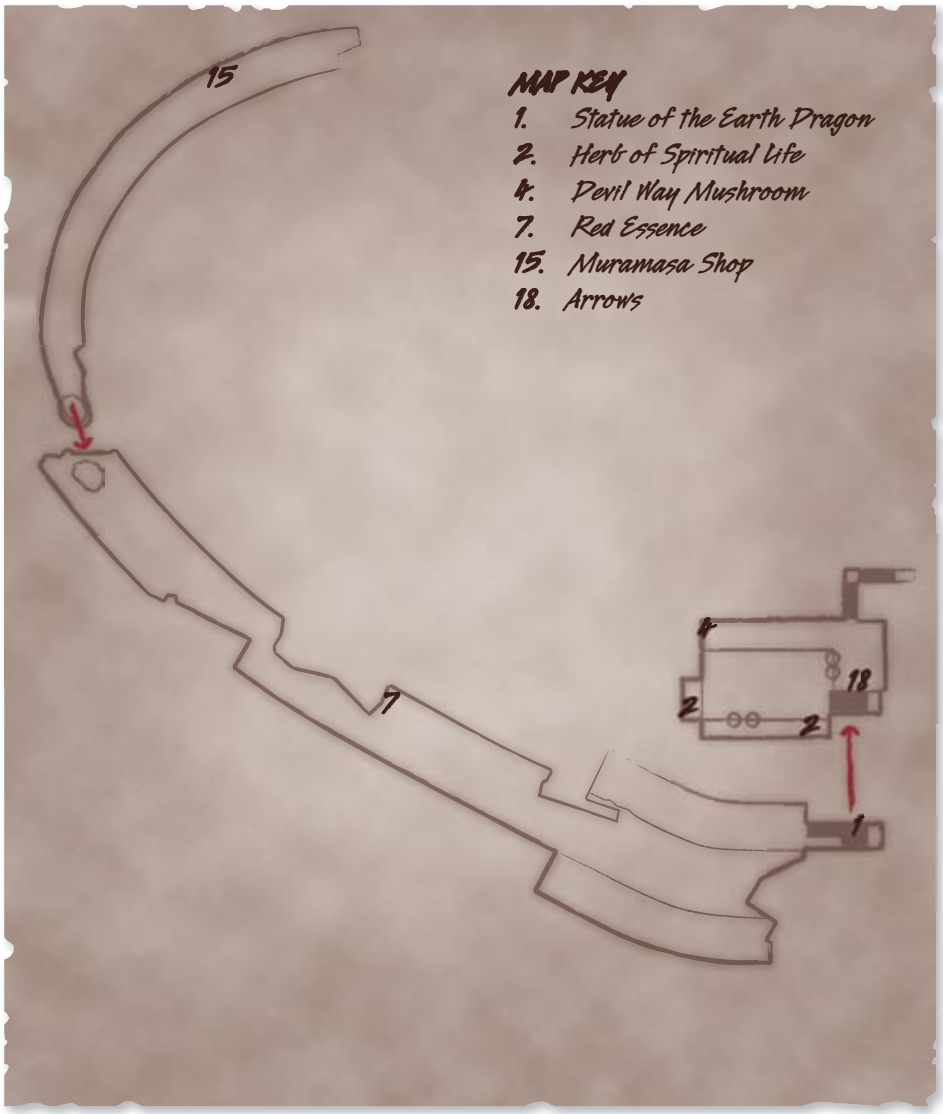
Bosses: Giant Brute Fiend, Alexei

Maps: 5

After the cinematic at the start of this chapter, stop at the Muramasa Shop on the right if you need supplies or weapon upgrades. Replenish any supplies you need and head down the tunnel. Defeat Melee and Ninpo Ninjas that attack and drop down the hole at the end of the tunnel. Projectile and Melee Ninjas attack as soon as you land. Defeat them and continue down the next tunnel.

When you reach the gap between the two subway cars, more fiends attack. Turn left at the end of the second car to find a container that holds Red Essence.

Continue down the tunnel until you reach an opening where Demon Spawn and Half-Dragon Demons attack. Defeat the fiends and move to the left side to find the exit.



Climb the stairs and save your progress at the save point. Continue up the next flight of stairs where another group of Ninjas attack. Dispatch of the Ninpo Ninjas before you focus on the Melee Ninjas.

Go through the turnstile on the opposite side of the stairs to find a container that holds an Herb of Spiritual Life.

Head back through the turnstile and through the door on the left wall to find a container at the end of the room. Open the container to find another Herb of Spiritual Life.

Head through the turnstile to the left of the stairs to find a corpse that holds arrows, then head to the other end of the hallway to find a container on the right. Open the container to find a Devil Way Mushroom item.

Head back toward the turnstile and prepare for several Melee Ninjas to attack. Shoot an arrow at the barrel on the right to cause an explosion and take out many of the Ninjas. Defeat any that remain and move up the stairs on the left. Shoot a fully charged (Ultimate technique 2) arrow to destroy the gate and barrels that block your way. Defeat the enemies that attack and continue up the stairs to the street.

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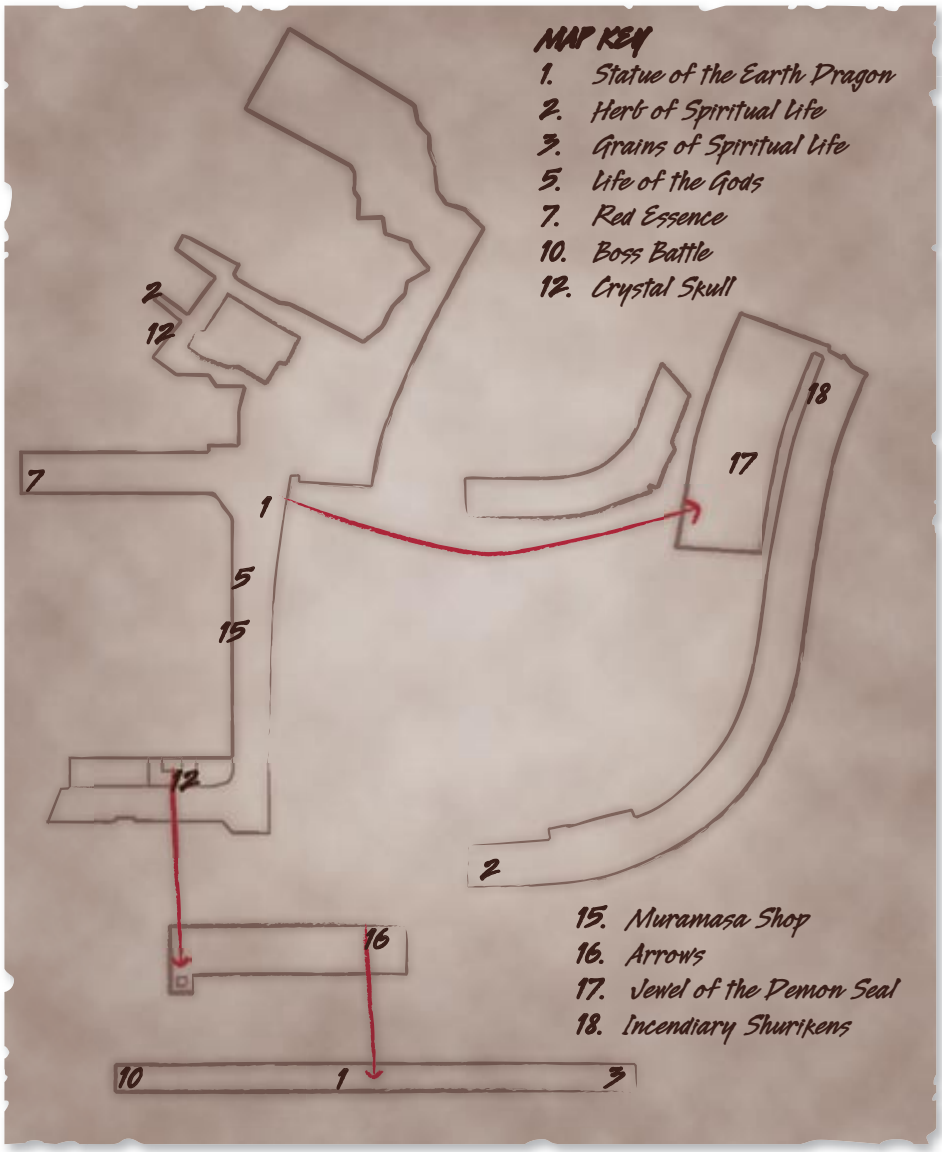


Move straight until you reach the intersection. Ninjas Dogs attack from all angles as you approach the intersection. There are Ninpo Ninjas ahead that attack if you move too far to the right. Battle the Ninjas Dogs around the stairs to avoid fighting the Ninpo Ninjas and the Ninjas Dogs simultaneously. Defeat the Ninjas Dogs and head right at the intersection.

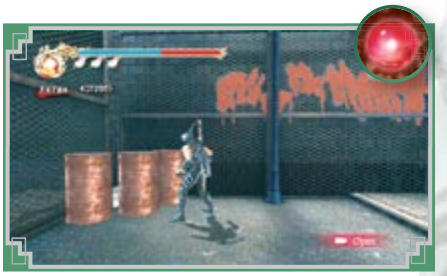
Four Ninpo Ninjas attack shortly after you make the turn. Dispatch of them and head to the right. Take the alley to the right of the Coin Laundry building.

Four Melee Ninjas attack as you make your way down the alley. Kill them and take the first left you come to. Turn right at the next lamppost to find a corpse at the end of the narrow alley. Examine the corpse to find an Herb of Spiritual Life.

Head out of the narrow alley and continue to the right, then around the corner to the left. Stop just after you make the left turn and turn around to face the direction from which you just came. There is a Crystal Skull on the catwalk above on the right. Use Unrivaled Soaring to scale the wall on the left and gain enough height to reach the catwalk.

Grab the Crystal Skull and continue around the corner. Turn right as you come out of the alley, then make another right and head down the next street. Several Melee Ninjas attack as you make your way down the street. Defeat them and open the container behind the red barrels at the end of the street to find Red Essence. If you cannot access the

container, use an Incendiary Shuriken or fully charged arrow to clear the barrels that hide the container.



Head back in the direction you came and access the save point on the right. Equip the bow and head up the ladder on the left. When you reach the top of the ladder, examine the corpse on the right to find a Jewel of the Demon Seal item.

Continue down the street to the opening in the railing on the right. Go through the opening and immediately use Incendiary Shurikens to take down the Flying Demons that attack. Demon Spawns also attack alongside the Flying Demons. Use any aerial attack or combo that leads into an aerial attack to stun the Demon Spawns, then shoot an arrow once airborne to dispatch of any Flying Demons that are closing in. Defeat all of the fiends and examine the corpse here to replenish your Incendiary Shurikens.

Head down to the end of the street to find a container that holds an Herb of Spiritual Life.

Turn around and move to the opening in the fence on the left. Across from the opening is another Crystal Skull.

Jump across, grab the Skull, and drop down to the street below. If you drop before you grab the Crystal Skull, don't worry, you can get back up at a later time.

Head around the corner to the left to reach a container at the end of the street. Open the container to find a Life of the Gods item.

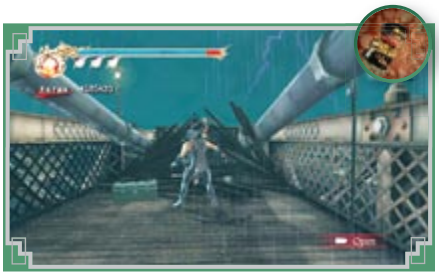
Turn around to find a Murumasa Shop. Replenish your supplies and head back the way you came. Several Demon Spawns attack. Kill them and continue to the right, around the corner.

Use the small opening, immediately to the right as you round the corner, to climb to the top of the area with the Flying Bird technique.

When you reach the top, take the ladder to the left if you missed the Crystal Skull. Otherwise, head to the opening on the left where several Demon Spawns and Half-Dragon Demons attack.

Defeat the Demon Spawns and Half-Dragon Demons and head down the street to the ladder on the far left side. Examine the corpse to the right of the ladder to replenish your arrows.

Climb the ladder and save your progress at the Statue of the Earth Dragon at the top of the bridge. Equip the bow and head left to the end of the bridge. Along the way several Flying Demons attack. Use the bow to take them out and open the container at the end of the bridge to find a Grains of Spiritual Life item.



Head back in the opposite direction and down the ladder to replenish your arrows, then go back to the top of the bridge and continue to the right toward the end of the bridge. Along the way more Flying Demons attack. Use the bow to take them out, then head back to replenish your arrows one last time.

Switch to Incendiary Shurikens and head right to the end of the bridge to trigger a brief cinematic followed by a mid-boss battle.

Mid-Boss Battle: Giant Brute Fiend

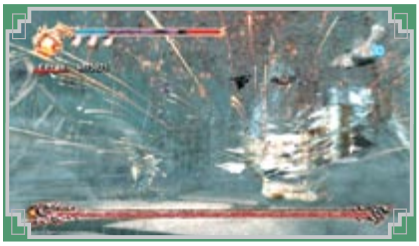
Close Range Abilities: Earthquake Slam, Wind Breath, Unblockable Throw

Long Range Abilities: Projectile Attacks

Recommended Weapon: Dragon Sword - Level 3

Strategy: This giant boss attacks by swinging its arms, slamming them to the ground (Earthquake Slam), as well as blasting you with a gust of destructive wind from its mouth (Wind Breath). Keep your guard up at all times and use the Reverse Wind to continuously dodge its Earthquake Slam and swinging arms. Projectile attacks do not work well on the Brute, so you must stay close to it while avoiding its attacks.

Projectile attack.



Earthquake Slam.

Attack the leg that is farthest back with any Strong Attack combo (Y,Y,Y), but keep on the move. If you focus on its back leg, it will have a difficult time attacking you. Do not stay in front of it or else it uses the Wind Breath technique, which inflicts a significant amount of damage. If it moves near the cars or rocks at the far end of the area, the camera zooms out and it throws one of these objects at Hayabusa. Use the Reverse Wind or Wind Run to easily avoid the slow-moving projectile.

Wind Breath.

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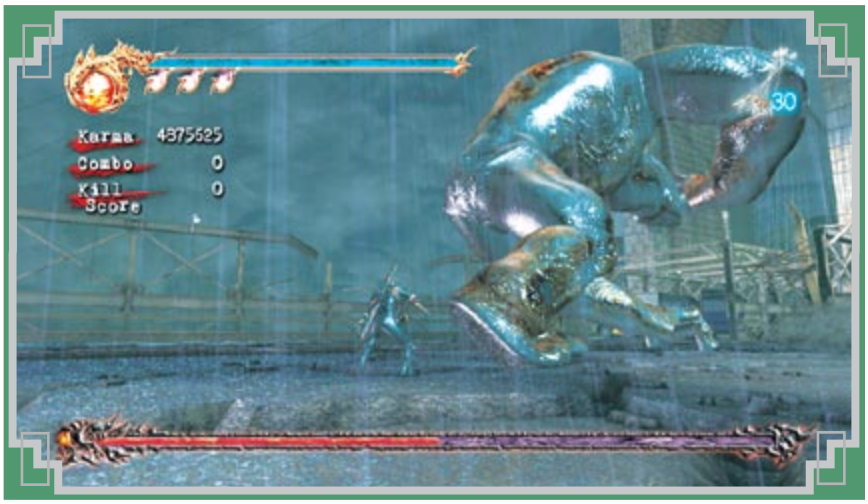
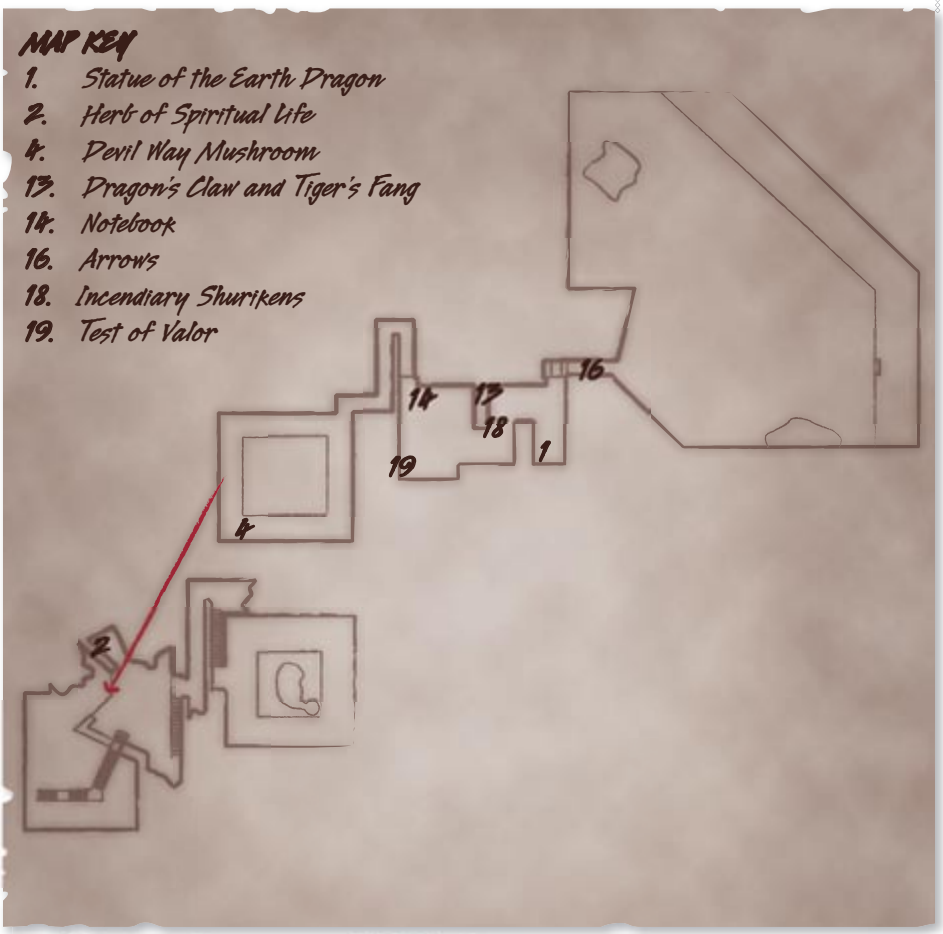
Throw.

Repeat these strategies until it reaches approximately 20% health and drops its head to the ground. At this point, quickly run up to its head and use an Obliteration technique to finish it off.

Focus on its back leg.





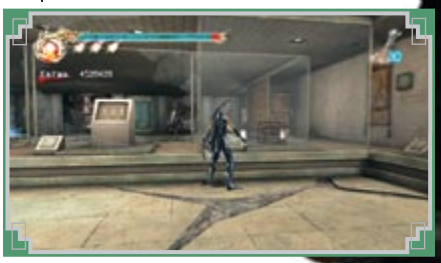
Defeat the mid-boss for another cinematic. As soon as the cinematic comes to a close, several Demon Spawns and Flying Demons attack. Quickly equip the bow again and use the same tactic as before when you had to fight both of these fiends simultaneously.

Once the fiends have been defeated, head to the building and go in through the opening. Examine the corpse in the doorway to replenish your arrows.

Defeat the four Melee Ninjas that attack and go through the opening on the left to find an Statue of the Earth Dragon. Break the glass directly in front of the statue and save your progress.

Head toward the other side of the room and several Ninpo and Melee Ninjas attack. Dispatch of the Ninpo Ninjas first, then take care of the rest.

When all of the fiends have been taken out, break the glass between the suit of armor and the Incendiary Shurikens on display in the middle of the room. Examine swords here to obtain the Dragon's Claw and Tiger's Fang weapons.



Examine the Incendiary Shurikens to the left to replenish your supply, then head to the far end of the room and break the glass on the right to find a Vigoor Mythology book.

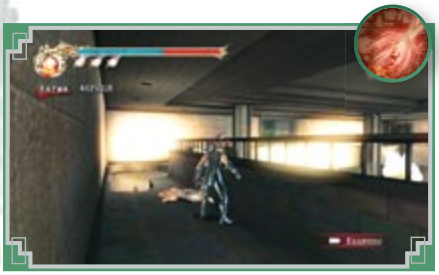
Test of Valor

Enemies: Demon Spawns

Reward: Talisman of Rebirth

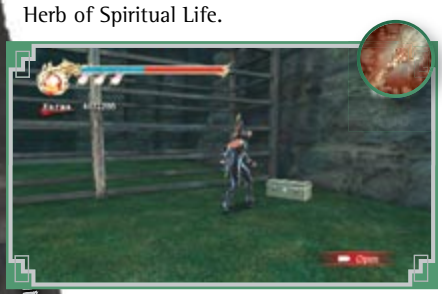
Continue through the door in the far right corner of the room and round the first corner. As soon as you take the second corner, use Shadowless Footsteps on the right wall, followed by the Flying Swallow to get a jump on the two Projectile Ninjas at the end of the hallway.

Defeat the enemies and continue through the door at the end of the hallway to face several more Ninjas. Destroy them and head up the stairs and to the right. Use Unrivaled Soaring to cross the gap in the floor and reach a corpse that holds a Devil Way Mushroom item.

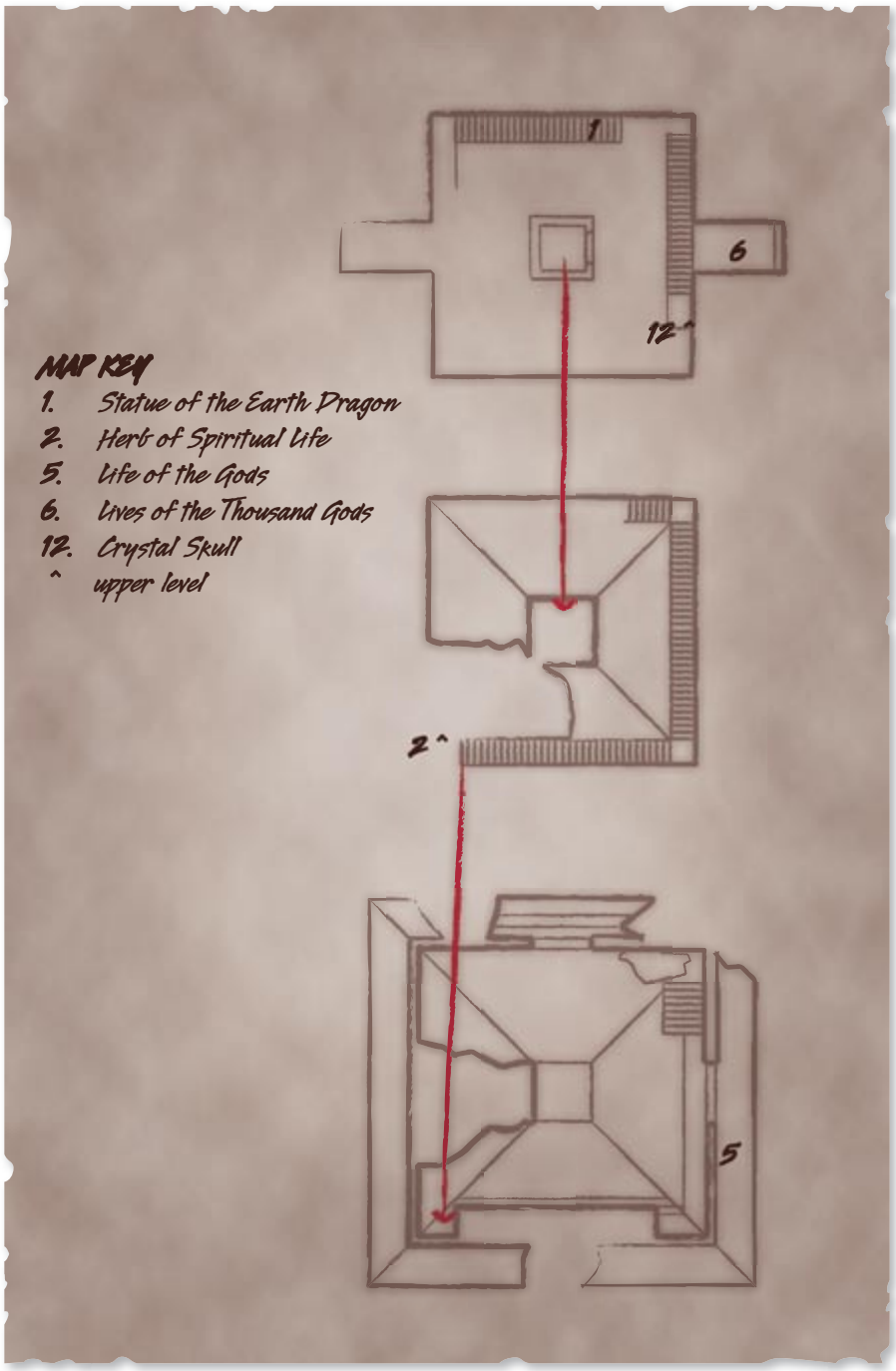


Jump back down to the first floor and go up the stairs again. When you reach the top, head left and around the corner. Use Shadowless Footsteps to cross the gap in the floor and continue around the next corner. Be ready for the Demon Spawn that attacks when you walk in front of the window on the right.

Defeat the fiend and head through the broken window. Jump down to the bottom and battle against several more Demon Spawns. Face the window you just came through and head to the left side of the area. On the right, before you reach the stairs, is a container. Open the container to find an Herb of Spiritual Life.



Head to the opposite side of the area and move up the stairs to the top. Several Demon Spawns and Flying Demons attack here. Defeat the fiends and head up the flight of stairs on the right and the next set of stairs on the left. More Demon Spawns attack here. As you defeat them, more spawns continue the attack. Once they have been defeated, head to the left side of the building to find an entrance.



As soon as you enter the building several Projectile and Melee Ninjas attack. Take care of them and head into the opening directly opposite the entrance. On the left is a container that holds a Lives of the Thousand Gods item.

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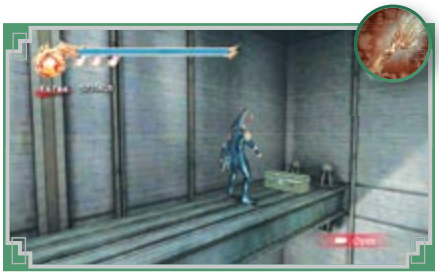
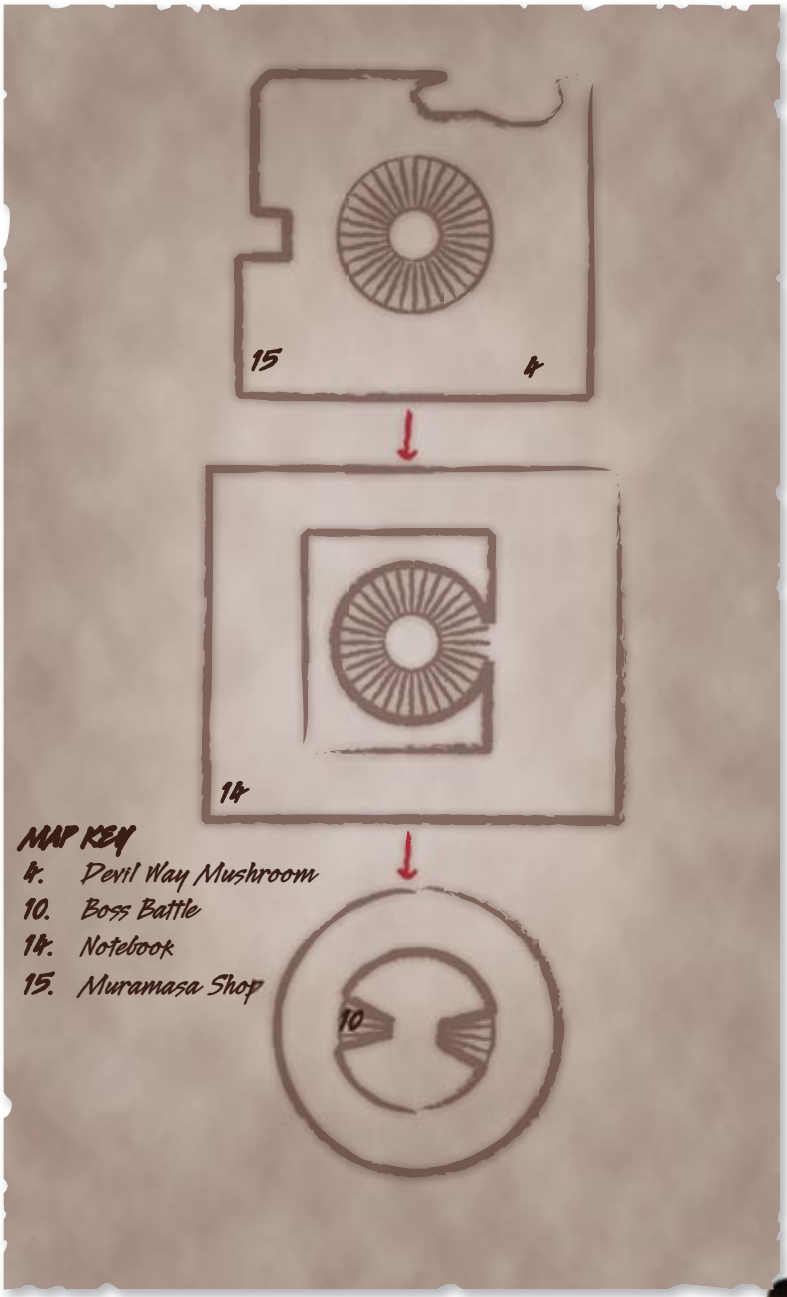
Use the item and head up the stairs to find a save point. Save your progress and jump from the Statue of the Earth Dragon over the stairs railing to land on the beams that run across the room. Head over to the far right corner and jump down to the beam that runs along the right wall to find a Crystal Skull.

Head back down to the lower floor. Use the Flying Bird technique to climb the metal structure in the middle of the room and defeat the fiends at the top.

Take the stairs up one flight, turn around and use Unrivaled Soaring to reach the beams that run across the room. Defeat the Melee Ninjas here and head to the far right corner to find a container that holds an Herb of Spiritual Life.



Head up the stairs to the next level, equip the bow or Incendiary Shurikens and head out the open door. Use the bow to defeat the Flying Demons outside and open the container on the right to find a Life of the Gods item.



Head back inside and continue up the stairs. There is a Muramasa Shop on the left once you reach the top of the stairs. Pick up any supplies you may be short on and continue to the left to find a corpse that holds a Devil Way Mushroom item.

Head up the next flight of stairs. When you reach the hole on the right side of the stairwell, jump out and use the Flying Bird technique to scale the wall and reach the next level. If you have trouble with this side, you can go back down to the Muramasa Shop and use the Flying Bird technique where the grate has fallen to the floor.

Defeat the enemies that attack when you reach the next floor and examine the corpse here to find the second part of the Four Greater Fiends book. Head up the stairs in the center of the room to reach the top and trigger another cinematic followed by a boss battle against Alexei.

Boss Battle: Alexei

Close Range Abilities: Basic Combos, Lightning Sphere

Long Range Abilities: Projectile Attack, Whirlwind Spin, Long-Range Throw, Lightning Strike

Recommended Weapons: Dragon Sword - Level 3

Strategy: Alexei in his current form is not at full power, which makes this battle relatively easy. That being said, his projectile attacks are very difficult to avoid, even with the use of Wind Run. Stay as close to Alexei as possible to prevent him from using a volley of lightning projectile attacks, Lightning Strike attack and his extremely damaging long-range throw attack.

Long-Range Throw

Projectile Attack

Lightning Strike

Lightning Sphere

Alexei attacks as soon as the cinematic concludes, so be prepared to block or dodge immediately. Quickly rush toward Alexei and use the Flying Swallow continuously. Alexei uses his projectile attacks as soon as you get outside of the Dragon Sword's attack range, so it is very important to keep a continuous flow between the Wind Run and Flying Swallow. Alexei also uses long and short range throws that cannot be blocked and inflict a significant amount of damage. Stay on the move as much as possible to avoid these.

If Alexei uses the Whirlwind Spin, charge an Ultimate technique to avoid the attack and stay close to him to avoid a follow-up projectile attack. You can also use the Wind Run, but that generally puts you at a distance when this attack is over. The Ultimate technique overrides any attack Alexei attempts to use, including his Whirlwind Spin attack and throws, so be prepared to use the instant charge upon landing from a Flying Swallow if you see Alexei going into the Whirlwind Spin.

Whirlwind Spin

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Chapter 5: The Aqua Capital

Aqua Capital Details

Crystal Skulls: 3

Items: Bridge Gate Key, Copper Key, Skull Key, Spirit of the Devils, Talisman of Rebirth

Ninpo: Art of the Flame Phoenix

Weapons: Gatling Spear Gun, Kusari-gama

Enemies: Beastmen, Undead Fish, Water Demons

Boss: Water Dragon

Maps: 2

First Appearance: Beastmen

Abilities: Projectile Attack

Strategy: The Beastmen do not have any unique abilities aside from a basic projectile attack, but they are very strong and very difficult to stun. Use the Falcon's Talons to inflict a great deal of damage with minimal effort and stay close to them at all times to limit the use of their projectile attack. Since it is difficult to stun them, be cautious of a counterattack at any time. Be prepared to use the Reverse Wind when they begin to counterattack.

First Appearance: Undead Fish

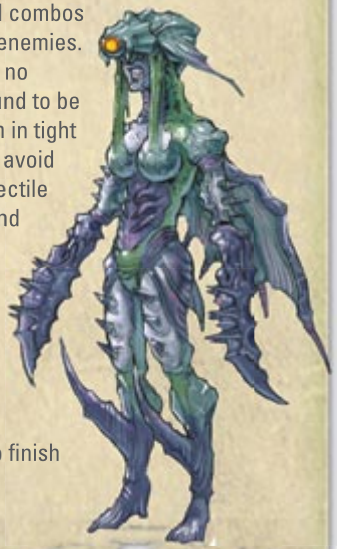
Abilities: Long-Range Throw

Strategy: Undead Fish are very weak, but can be an annoyance if they are not taken out quickly. They always attack in groups, but can be seen from a distance. Use the Gatling Spear Gun to take out any and all Undead Fish in the area. They use a throw that tracks Hayabusa from a deceptive range. Also note that Undead Fish can be found underwater, floating high above Hayabusa in the air, or at eye level. When you see a single Undead Fish, look all around the area to ensure you have spotted and killed all of them.

First Appearance: Water Demons

Abilities: Projectile Attack

Strategy: On water the Water Demons can be difficult to fight due to Hayabusa's limited array of attacks in this situation. Move to solid ground to attack these enemies whenever possible. Stay at close range to prevent them from using their projectile attack and use any combo of your choosing to dispatch of them. They are weak enemies, but they cannot be knocked into the air. They are almost always stunned by any combo that transitions into the air, so it is still safe to use aerial combos on these enemies. If there is no solid ground to be found, run in tight circles to avoid their projectile attacks and close in on them, and then use the Falcon's Talons water attacks to finish them off.



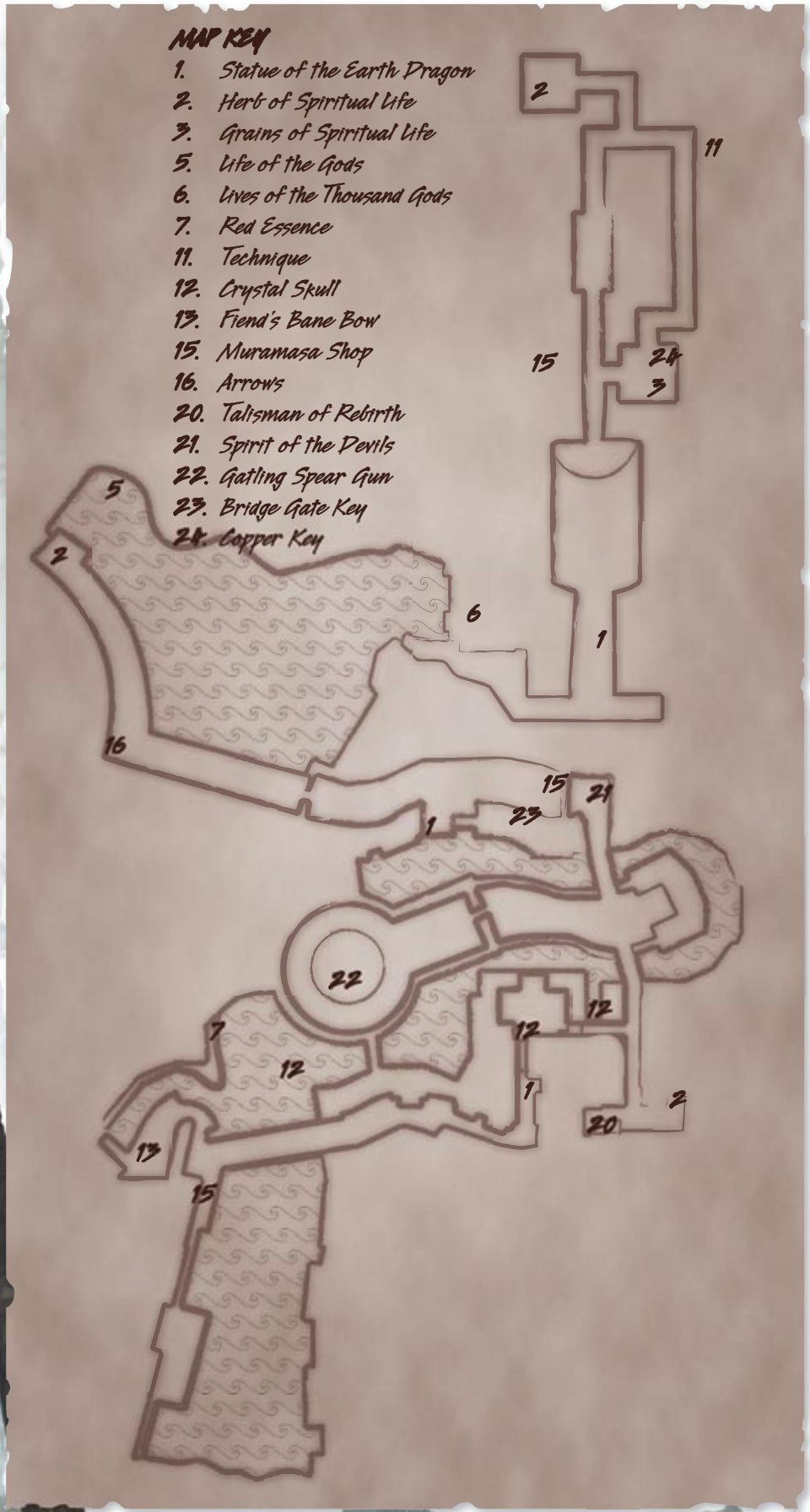
After the opening cinematic, continue forward to engage several Melee and Ninpo Ninjas. Head forward and veer to the right just before you reach the stairs to find a Muramasa Shop.

Upgrade your weapons, replenish any supplies you may need, and head up the stairs. A group of Beastmen attack from the right as soon as you reach the top of the stairs.

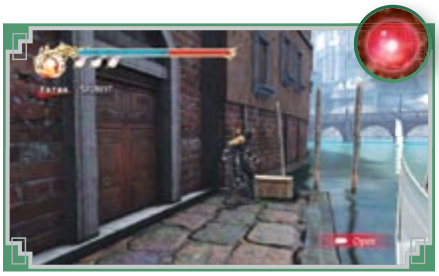
Defeat the fiends, but do not cross the bridge yet. Continue forward past the bridge and head around the corner to the left and down the stairs to find a corpse that holds the Kusari-gama weapon.

Turn around and head to the left of the stairs you just came down to find another flight of stairs. When you reach the bottom of the stairs, continue across the water to the boat on the opposite side of the area. On the boat is a Crystal Skull.

Grab the Skull and head back to the pier you just came from. Quickly get back on land as several Water Demons attack. This is the first appearance of the Water Demons.



Head back toward the first flight of stairs and jump across the water to the walkway on the right. Continue to the right along the walkway and turn left at the corner. At the end of the walkway is a container that holds Red Essence.



Go back in the direction you came, up both flights of stairs and across the bridge to the left. Several Beastmen attack after you cross the bridge.

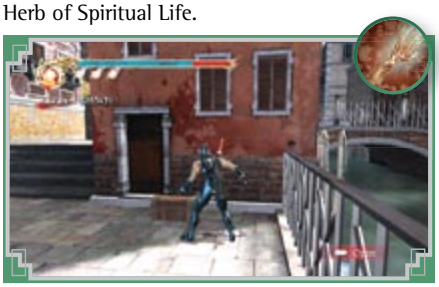
Defeat the Beastmen and continue down the street. Break any barrels or crates near the vendors on either side of the street to obtain Yellow Essence. Turn left at the end of the street to find an Statue of the Earth Dragon. Save your progress and continue up the stairs to the left of the statue and through the door.

As you head through the door, several Beastmen attack. There is a Crystal Skull on the table to the right as soon as you go through the door, but take out the Beastmen before you get it.

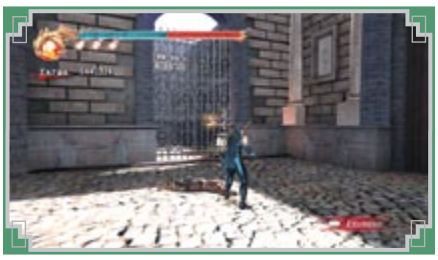
Head to the right, over the next bridge. Beastmen attack from the right. Defeat the Beastmen and continue to the right, over another bridge, then make another right turn when the street comes to an end. Move down the alley and into the small opening at the end on the left. Use the Flying Bird technique to scale the wall to the balcony above.

Swim through the tunnel to the left of the container to reach the next open area. In this area there are mines that explode on impact. Before you move any farther into the area, use the Gatling Spear Gun to clear the mines to the left.

Defeat the two Melee Ninjas that attack and examine the corpse here to find a Talisman of Rebirth. Jump down, directly behind the corpse, and turn left at the end of the alley to find a container. Open the container to find an Herb of Spiritual Life.



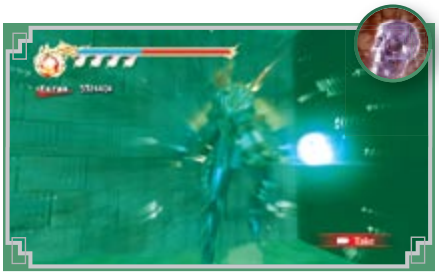
Go back the way you came, across the bridge, and continue straight over another bridge to engage several Beastmen. Defeat them and continue along your original path, over a third bridge, until you reach the end of the street. Examine the corpse here to find a Spirit of the Devils item.



Use the item, turn around, and make a right after the first bridge. When you reach the fountain, several Water Demons attack. Defeat them and jump into the fountain water. Dive down and swim to the far side to find a container at the bottom. Open the container to obtain the Gatling Spear Gun weapon.

Head left out of the tunnel and continue forward, where several Water Demons attack. Dive underwater and swim down the waterway to the left until you see a boat. Jump on the boat and attack the Water Demons from here to avoid a battle on the water where the fiends have an advantage.

Defeat the fiends and stop at the intersection just after the boat. Dive underwater and use the Gatling Spear Gun to clear the mines to the right. Head down the water alley and make a left into the small area at the end. Dive down to find a Crystal Skull.



Head back to the main waterway and turn right to continue on your way. Clear the mines once again and follow the waterway around to the left. Several Water Demons attack, but do not engage in combat on the water. Run across the water to the boat on the right near the end of the waterway and take down the fiends from the boat.

Head through the window directly behind the boat to find a save point. Head up the stairs and through the door at the top. Several Demon Spawns and Half-Dragon Demons attack as soon as you break through the door. Take them out and head right from the doorway. Enter the next door on the right, near the end of the building.

In the far right corner of the room is a container that holds the bridge gate key. Grab the key and head out of the room and to the right to find a Muramasa Shop. Do whatever shopping you may need and head to the gate at the opposite end of the street. Go through the gate and engage in a battle against several Beastmen. Defeat the Beastmen and continue through the opening at the end of the bridge.

To the left is a corpse that replenishes your arrow supply. Head in the opposite direction, down the hallway, and defeat the Beastmen that attack from both directions. Continue to the end of the hallway to find a container that holds an Herb of Spiritual Life.

Head through the opening on the right and shoot an arrow at the two glowing objects straight ahead to lower the draw bridge above. Jump to the top of the platform on the right and use the newly accessible pole to cross over the water to the platform on the opposite side.

Open the container here to obtain a Life of the Gods item. Jump down into the water and head to the left, where several Water Demons attack. Unlike the previous battles with Water Demons, this one must be fought entirely on the water. Use the Falcon's Talons weapon and run across the water in tight circles to avoid attacks from the Water Demons. When a demon enters your line of sight, attack until you have defeated it. Continue this tactic until all of the demons are dead.

Several mines spawn by the two watermills on the far side of the area. Move in near the mines, but do not get too close. You can destroy the mines with the Gatling Spear Gun, but they respawn very quickly. Take out the mines that block your path to the middle of the two watermills and quickly swim to the platform behind the waterwheel on the left.

Jump to one of the horizontal bars in the middle of the waterwheel and use it to reach the platform at the top. Jump on the next watermill and over to the turning gear, then into the opening on the left. Ride the bar to the opposite side of the room and drop down to the platform with a container on it. Open the container to find a Lives of the Thousand Gods item.

Use the item, jump down to the bottom of the room, and continue through the doorway to an open area. Head left and up the stairs to engage several Beastmen. Defeat the Beastmen and continue to the top of the stairs to find a save point.

Save your progress and head through the opening to the left of the Statue of the Earth Dragon. Defeat the Water Demons inside and continue to the other side of the room and through the opening at the end.

Head to the right at the intersection and defeat the Water Demons and Demon Spawns within. Open the container in the far right corner of the room to find a Grains of Spiritual Life item.

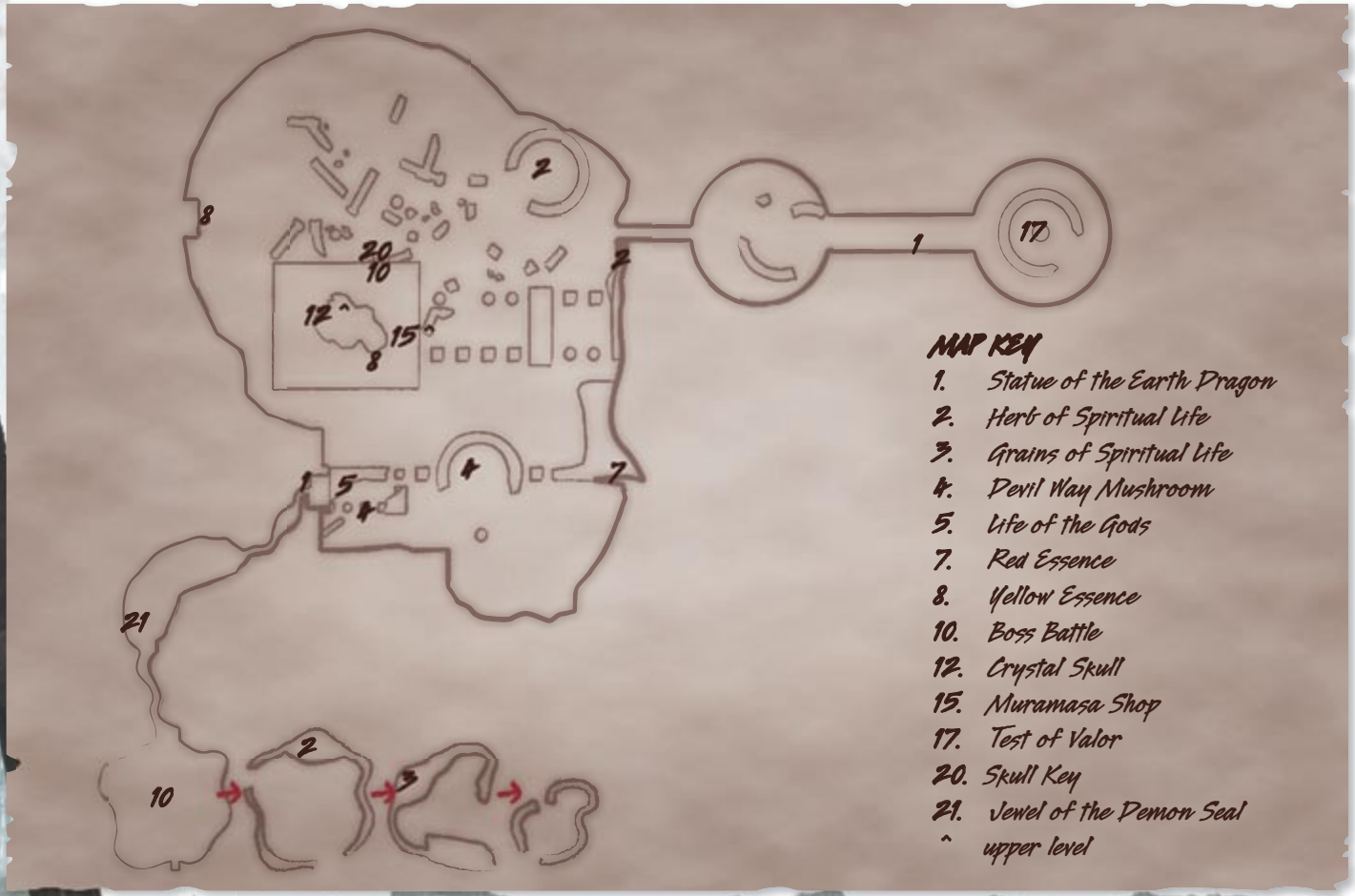
Before you go any farther, head back into the hallway and into the room at the opposite end to find a Muramasa Shop. Replenish your supplies and head left at the intersection.

Follow the hallway and take down the Water Demons and Demon Spawns that attack. Continue down the hallway and ignore the hallway to the left. Head straight and turn right at the gate. The gate is locked, but a key to open it may be found ahead. Go up the stairs and defeat more Water Demons and Demon Spawns. Enter the room at the top of the stairs to find a container on the left.

Open it to obtain the Copper Key needed to unlock the gate you came across earlier. Head back to the gate and open it to find a corpse inside. Examine the corpse to obtain the Art of the Flame Phoenix Ninpo magic.

Head out of the room and make the first right, down the next hallway. Several Water Demons and Demon Spawns attack along the way. Defeat them and continue up the stairs. Once you reach the top of the stairs, open the container on the left to find an Herb of Spiritual Life.

Stand on the well cover just ahead and use the Dragon Sword's Helmet Splitter (While jumping Ⓨ) to drop into the room below. When you reach the bottom, there is another Test of Valor.



Test of Valor

Enemies: Flying Demons, Beastmen

Reward: Jewel of the Demon Seal

Head toward the large hallway to find a save point on the right. Save your progress and continue down the hallway to battle against several Water Demons and Half-Dragon Demons. Stay on solid ground while you fight them to prevent them from having an edge in the water.

Defeat the fiends and continue into the large open room. Dive down in the center of the room to find a tunnel underwater that leads to the next area. Stay underwater and continue swimming straight until you reach the stairs at the far end. If you surface, hundreds of Undead Fish spawn and attack.

When you reach the stairs, climb up to the top and open the container to find Yellow Essence. Use the Kusari-gama to fend off any Undead Fish that attack and head behind you to the series of columns in a square formation. Run on the water, ignoring any Undead Fish that attack, and head to the left side of the columns. Do not go to the center of the area as this initiates the boss battle. There, columns near the back of the formation are broken and a platform is found here. On the platform is a container that holds a Skull Key.

Open the container and move toward the center of the columns to trigger a cutscene and boss battle.

Boss Battle: Water Dragon

Close-Range Abilities: Tentacle Stab, Tentacle Strike

Long-Range Abilities: Projectile Attack, Undead Fish

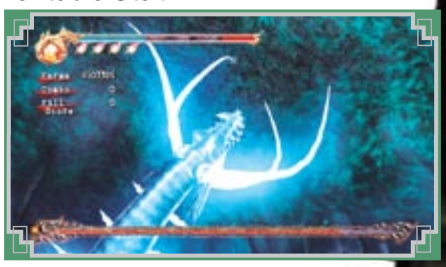
Recommended Weapons: Dragon Sword - Level 3, Fiend's Bane Bow, Kusari-gama

Strategy: The battle against the Water Dragon can be fought one of two ways. An agile ninja can stay on the platform you start on and use an Ultimate technique 2 with the Fiend's Bane Bow to hit the Water Dragon's head and inflict significant amounts of damage. There isn't a lot of room to move around on the platform, but this only poses a danger against the Undead Fish the Water Dragon sends toward you. Since the Undead Fish do not inflict very much damage, take the hit, shake them off and slice them up with the Dragon Sword.

If you get knocked off of the platform, you are forced to fight in the water, which limits Hayabusa's abilities. From a distance, the Water Dragon sends Undead Fish to attack you and uses a wide-range projectile attack. At close range the Water Dragon uses its tentacles to stab Hayabusa, transitioning into a throw, or strikes the water to send a projectile-like wave toward Hayabusa.

Tentacle Strike

Tentacle Stab



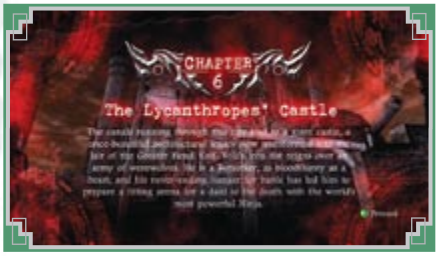
Dive underwater and attack the Water Dragon's underbelly, until you see its tentacles begin to attack the water around you. At this point, swim back to the surface and run around the Water Dragon in a circular formation until the Tentacle Stab attack has concluded. When the Water Dragon sends Undead Fish toward you, switch to the Kusari-gama and use the Insane Agitation (While underwater Ⓨ), to make quick work of them.

Projectile Attack

Undead Fish

Repeat this process until the Water Dragon reaches approximately 20% health and lowers its head. When this happens, quickly move toward its head and use an Obliteration technique to finish it off.

Chapter 6: The Lycanthropes' Castle



Lycanthropes' Castle Details

Crystal Skulls: 3

Items: Bronze Key, Cast Iron Key, Golden Key

Weapons: Eclipse Scythe

Enemies: Bone Scorpion

Bosses: Undead Monster, Volf

Maps: 5

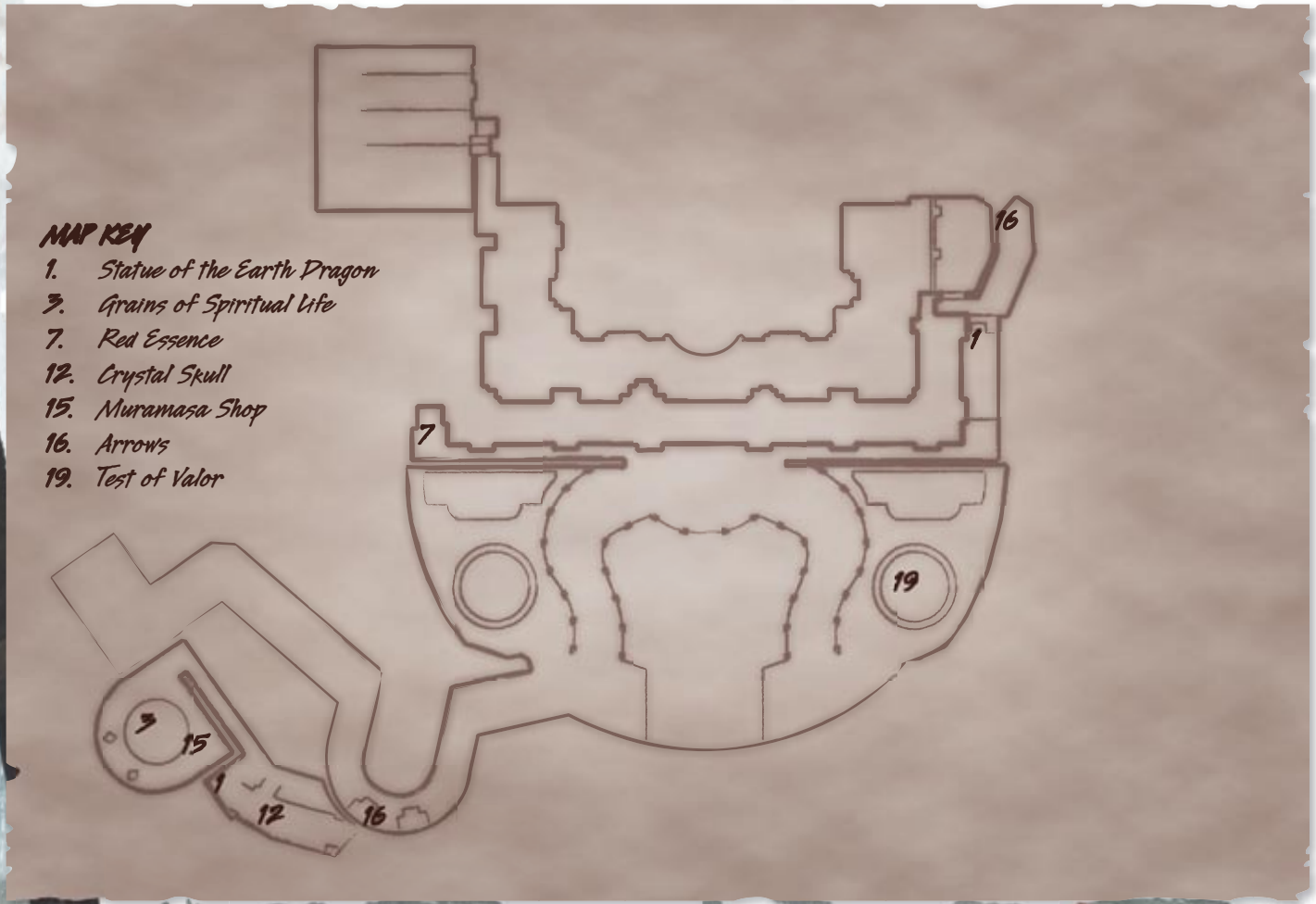
First Appearance: Bone Scorpion

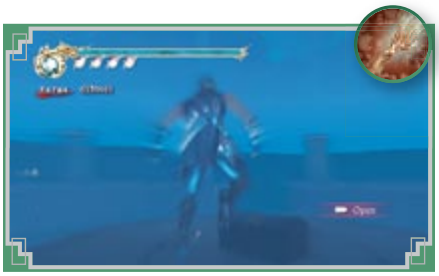
Abilities: Acid Drip

Strategy: Bone Scorpions are relatively weak compared to most of the other enemies in the game. However, they almost always attack in large numbers and can be an annoyance. At a distance, use the Kusari-gama to keep these enemies at bay and prevent them from attacking. At close range, if they get an attack off, they have the ability to briefly stun Hayabusa, preventing him from attacking. If they close in, continue to use the Kusari-gama, or switch to the Falcon's Talons if you have trouble initiating an attack. When Bone Scorpions attack from above, they use an acid drip that can stun Hayabusa. Use the Kusari-gama to knock them off the ceiling and prevent them from using the acid drip.

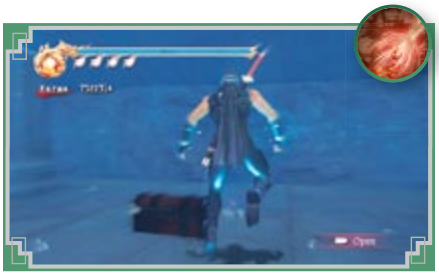
To the right of where you began the boss fight is a broken rock between two columns. You will use this to initiate the Flying Bird technique and reach the top of the columns. However, before you do this, run across the water to the left toward the circular columns.

In the middle of the columns, under the water, is a container that holds an Herb of Spiritual Life.



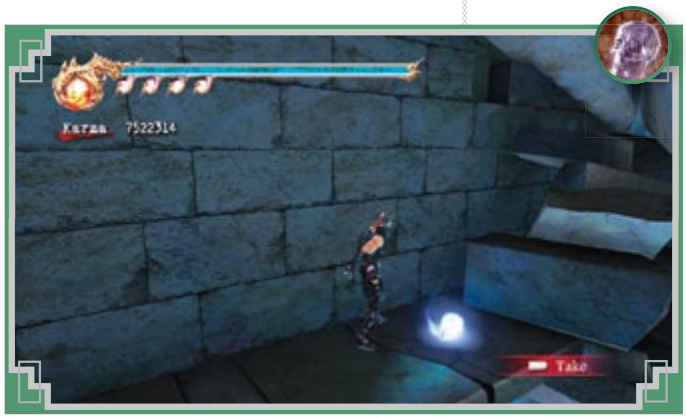


Across the room is another circular series of columns. There is another container in the middle of these columns that holds a Devil Way Mushroom item. To the right of the container here is a series of columns in a rectangular formation.



At the end is another container that is hidden under the water. Open the container to obtain a Life of the Gods item, then head to the top of the area via the Flying Bird route.

When you reach the top, head to the right and move around the outer edge of the roof to the other side. There is a hole in the roof to the left. Drop down into the hole and head back in the direction you came to find a Crystal Skull.



Head back to the top of the roof and over to the far left side to find a container hidden in another hole in the roof.

Open the container to find Yellow Essence, then continue toward the center of the room to find another Muramasa Shop. Watch out for Undead Fish in this area of the roof. To the right of the shop is an opening that leads to a series of columns that you can jump on to reach the next structure.

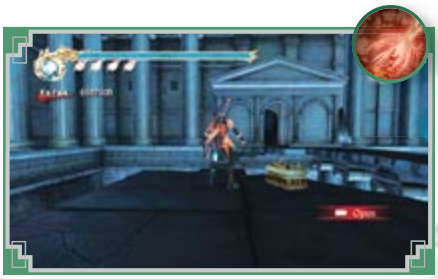
Be cautious of the Undead Fish along the path and head across to the next structure. Head left across the top of the structure to find another series of columns you can use to reach the ledge on the edge of the area.

When you reach the ledge, head to the left to find a container at the end of the path that holds an Herb of Spiritual Life.

Head back in the opposite direction and continue along the ledge until you reach a gap in the floor. Use Shadowless Footsteps along the left wall to cross the gap, then defeat the Water Demons that attack. Continue to the far side of the ledge to find another container that holds Red Essence.

Head to the right and across to the next structure and defeat the Undead Fish in your path. Follow the half-circle-shaped structure around to the right, then jump on the far side.

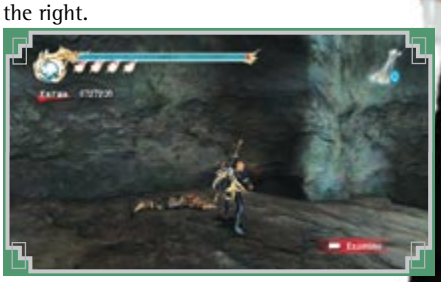
Jump on the first two columns, then use the series of columns on the left to reach a container.



Open the container to find a Devil Way Mushroom, then head back and continue across the columns in the original direction you were heading.

Run straight into the building ahead to find an Statue of the Earth Dragon. Save your progress and continue through the tunnel to the right of the save point. Take out the Water Demons that attack and continue through the tunnel.

At the end of the next room is a corpse to the right.



Examine the corpse to find a Jewel of the Demon Seal. Continue down the next tunnel to the door and use the Skull Key to unlock it. Head through the door and engage the Bone Scorpions that spawn shortly after you enter the room.

ACHIEVEMENT TIP

To unlock the achievement Feat of a Hundred Slashes, use Ultimate Guidance to chain together several Ultimate technique 2 combos with the Kusari-gama. Due to the number of Bone Scorpions that attack, each UT2 registers at least a 30- to 40-hit combo. Link three or four of these to achieve a 100-hit combo.

When all of the scorpions have been defeated, a cinematic is triggered, followed by a mid-boss battle.

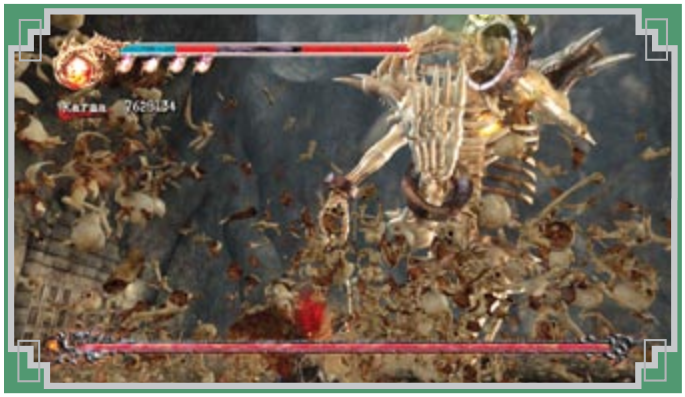
Mid-Boss Battle: Undead Monster

Close-Range Abilities: Bone Eater, Spin Attack, Unblockable Throw

Long-Range Abilities: Bone Kick

Recommended Weapons: Dragon Sword - Level 3, Incendiary Shuriken

Strategy: As soon as the boss battle begins, run to the right or left. When the Undead Monster rears its foot back, use the Wind Run to avoid the Bone Kick. This inflicts damage at close range, and acts like a projectile attack if Hayabusa is at a distance. This is the only attack you have to worry about at a distance, so continue to circle the Undead Monster until it raises its arms into the air. At this point use Incendiary Shurikens to knock it off balance and send it to the ground. Run in and use several Incendiary Shurikens or the Azure Dragon (L+Y)to attack the Glowing Yellow Orb in its chest.



Bone Kick.

Throw.

An alternative attack strategy is to attack its legs with the Undefeatable Demon combo (Y,Y,Y) until it stumbles back. This tactic works well, especially if you are out of Incendiary Shurikens, however you must watch out for the Bone Kick as it inflicts significant damage at close range.

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Defeat the mid-boss and head to the far side of the room where there's a small opening.

Use the Flying Bird technique to reach the ledge above, then follow it to the gap where you must use Shadowless Footsteps on the left wall.

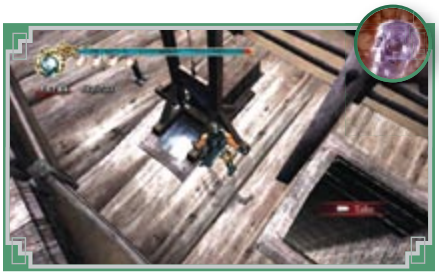
Several Water Demons attack just after the gap. Defeat them and open the container on the left to find an Herb of Spiritual Life.

Continue up the ledge and use Shadowless Footsteps to cross the last gap, then defeat the Water Demons that attack. Head through the opening and use the Flying Swallow or the Kusari-gama weapon to clear the Bone Scorpions inside. Continue to the next room and defeat the Water Demons that attack. Open the container on the left to find a Grains of Spiritual Life item and head down the remaining hallway. Defeat the Water Demons and Bone Scorpions as you progress.

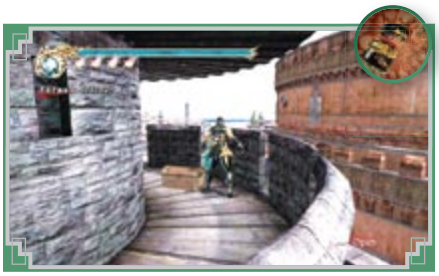
When you reach the next gap in the floor, do not use Shadowless Footsteps. The walls are not curved properly to allow you to use the technique here. Instead, simply jump across from the edge of the ledge to reach the other side. You can also use the Flying Swallow, but a standard jump is more precise in this situation.

Defeat the Bone Scorpions in the next tunnel and use Shadowless Footsteps on the right wall to cross the gap that follows. Take care of another batch of Bone Scorpions and continue to the end of the tunnel.

Use the Flying Bird technique on the wall ahead of you to reach the top of the dungeon. Head to the right and attack the guillotine to reveal a Crystal Skull.



Continue forward and save your progress at the Statue of the Earth Dragon just ahead. Head up the stairs to the right of the Statue to find a Muramasa Shop on the left when you reach the top. Replenish your supplies at the shop, then head back toward the stairs to find a ladder on the left. Climb the ladder and head right to find a container that holds a Grains of Spiritual Life item.



Head back down the ladder and stairs to trigger a cinematic. Continue down the stairs in the direction you came and defeat the two Beastmen that attack on the way down.

Head right at the bottom of the stairs, save your progress again if you wish, then head through the open doorway to the right of the Statue of the Earth Dragon.

Defeat the two Beastmen that attack and head down the stairs and through the door at the bottom. Take out several more Beastmen, then head up the stairs on the right to battle several Water Demons as you make your way to the top.

When you reach the top, equip the bow and use it to take down the Flying Fiends that attack alongside the Water Demons. Use the corpse between the two canons near the top of the stairs to replenish your arrows if you run out.

Head to the far right to spawn more Water and Flying Demons and find another Test of Valor.

Test of Valor

Enemies: Big Bats, Water Demons

Reward: Lives of the Thousand Gods

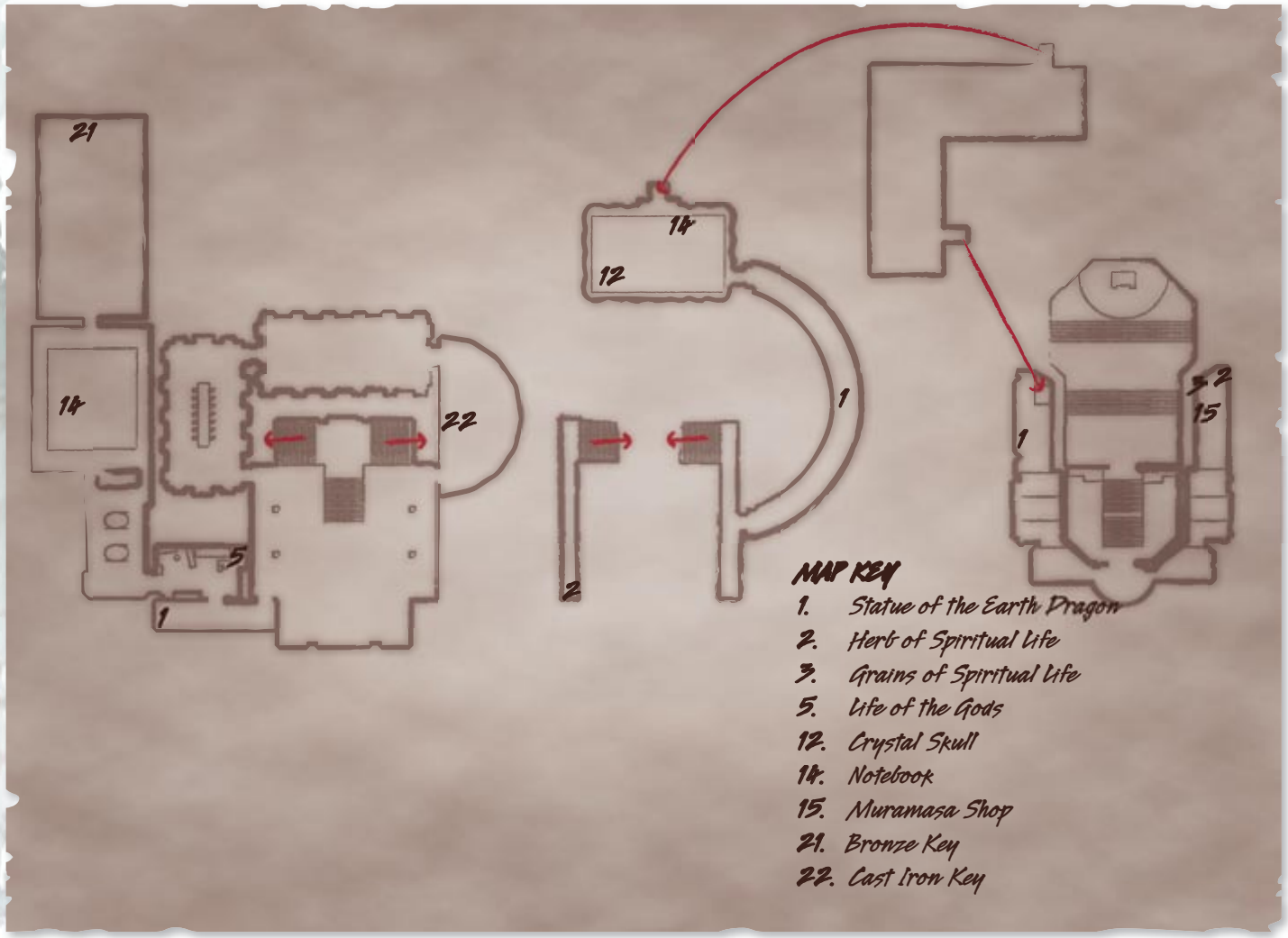
Defeat all of the fiends and head up the stairs to battle more Water Demons. Head to the left to find a container that holds Red Essence.

Head around to the opposite side to find more Beastman. In the far right corner is another Statue of the Earth Dragon. Save your progress and climb the ladder to the right of the Statue of the Earth Dragon. Follow the path around until you reach a dead end. Examine the corpse here to replenish your supply of arrows. Equip the bow and use the Flying Bird technique to scale the wall to the left.

When you reach the top, several Flying Demons attack. Use the bow to make quick work of them, and replenish your arrows with the corpse at the bottom. Climb back up and use the stairs in the corner to reach the area on the right. Follow the path around to the left. Defeat the Beastmen that attack and continue down the path. When you reach the end, continue down the far left ledge to the second flagpole.

If you drop down into the courtyard, use the ladder in the corner to climb back up. Jump on the pole and climb out to the flag. Swing to the pole in front of you and into the window ahead. Defeat the Water Demons in the room and head to the far end to find a container that holds a bronze key.

Grab the key and head out the door at the opposite end of the room. Move straight across the courtyard and examine the corpse in the middle to find Inukoma's Notebook. Use the bronze key to open the door directly ahead and defeat the two Beastmen inside.



Go through the opening in the far left corner of the room. Break the barrels in the far left corner to reveal a hidden container.

Open the container to find a Life of the Gods item and head through the door on the right. Save your progress at the Statue of the Earth Dragon on the right.

Head to the other end of the hall and through the door on the left. Defeat the Beastman and move up the stairs and around to the far left side of the balcony to find a container that holds an Herb of Spiritual Life.

Go back down to the first floor and through the door to the right of the door you entered. Take down the Beastmen and head through the door on the far right side of the room to find more Beastmen to kill. Take the door at the end of the room and defeat the Water Demons inside the next room. Examine the glowing object on the right to obtain a Cast Iron Key.

Continue through the door at the end of the room to reach the main room you were in earlier. Head up the stairs and to the right and use the Cast Iron Key to go through the door on the left. Continue up the next flight of stairs and save your progress at the Statue of the Earth Dragon ahead.

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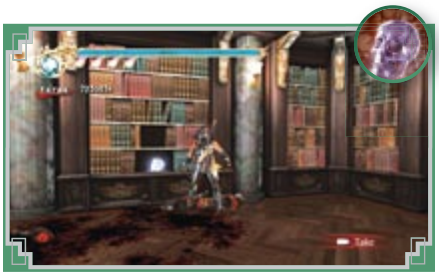
Melee Ninjas attack as you head toward the door at the top of the stairs. Go through the door and defeat the Melee Ninjas inside the next room. Attack the last bookcase on the left side of the room to reveal a Crystal Skull.



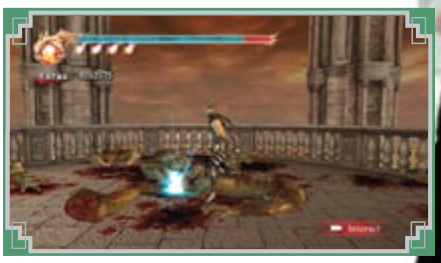
Examine the corpse on the opposite side of the room to find the third part of the story of the Four Greater Fiends. Continue through the fireplace opening to the left. Use the Flying Bird technique to scale the wall directly ahead as you enter the fireplace. When you reach the top, several Water Demons attack. Dispatch of them and head through the door to find several more Melee Ninjas.

Head to the fireplace on the left and use the Flying Bird technique to scale the wall. Save your progress at the Statue of the Earth Dragon when you reach the top and use the flagpoles just beyond the save point to reach the next balcony. If you fall, several Beastmen attack. Kill them and use the nearby ladder to reach the top again.

Continue to the left, past the stairs, to find two more flagpoles. They are out of reach from this side of the balcony. Drop down to the bottom and use the ladder ahead to the right to reach the far side of the balcony where a Muramasa Shop awaits.

Stock up on supplies but be cautious with the two containers to the right of the shop. If you have the maximum number of Devil Way Mushrooms, Herbs of Spiritual Life, or Grains of Spiritual Life, Undead Fish appear when you open one container, and Yellow Essence occupies the second. If you are not at maximum capacity of these items, open the containers to find a Grains of Spiritual Life, and an Herb of Spiritual Life.

Head back to the stairs and examine the door at the top to find it's locked. This spawns several Beastmen behind you. Defeat the Beastmen and examine the glowing object left behind by the last enemy to obtain a Golden Key that unlocks the door.

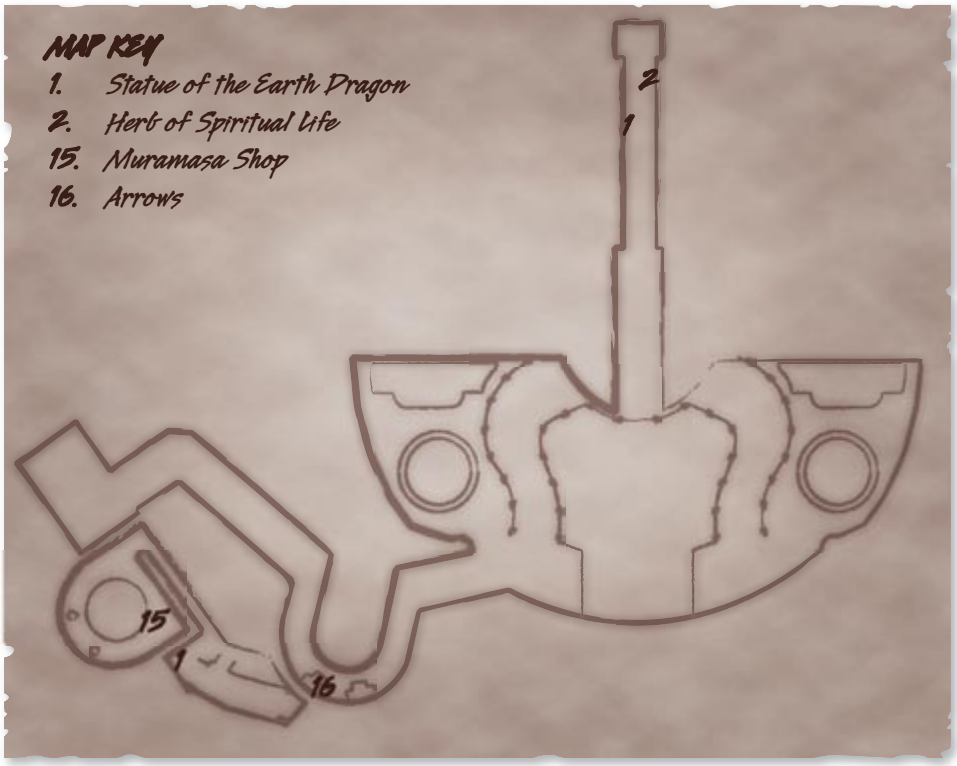


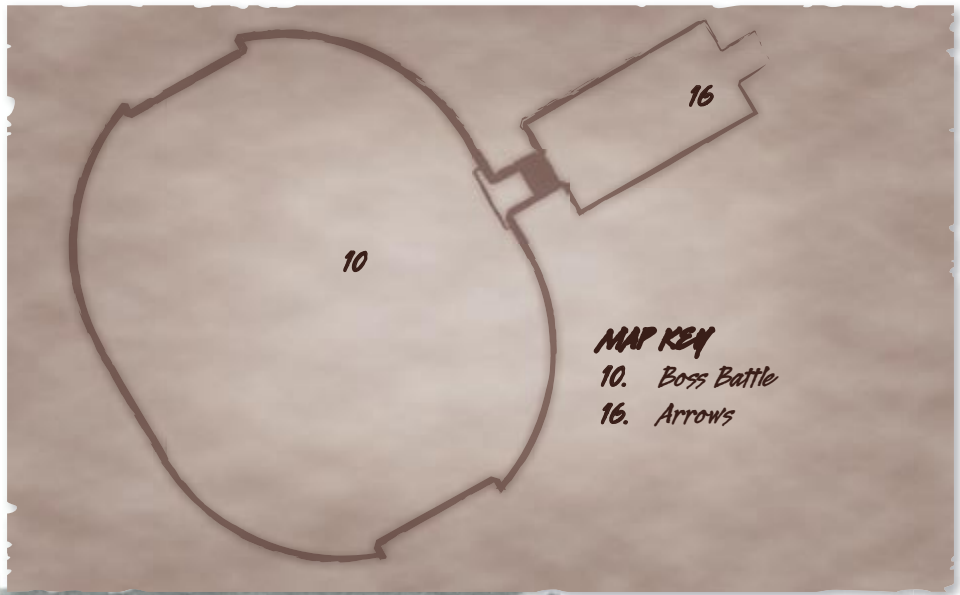
Go through the door at the top to trigger a cinematic followed by an attack by several Beastmen.

Defeat the Beastmen and examine the chair to reveal a trap door in the floor.

Head through the trap door and defeat the Water Demons that attack when you reach the bottom. Open the container near where you dropped to find an Herb of Spiritual Life.

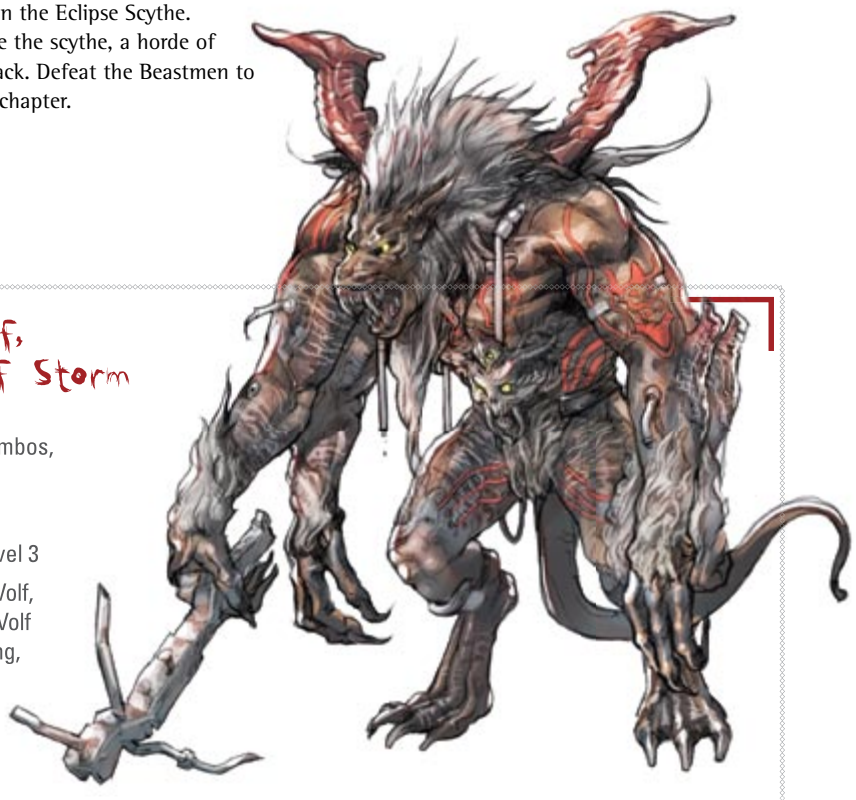
Head toward the door at the end of the hall and save your progress at the Statue of the Earth Dragon along the way. Go through the door to find yourself back out in the courtyard with the water. Head straight and to the right, then defeat the Water Demons that attack.





Go down the stairs on the right and take out any remaining Water fiends. When you reach the bottom, equip the bow and head across the bridge. A horde of Flying Demons attack. Use the bow to make quick work of them, then replenish your arrows at the corpse on the bridge. Continue through the door at the end of the bridge to initiate a cinematic followed by a boss battle against Volf.

After you defeat Volf, a brief cinematic plays and you obtain the Eclipse Scythe. Once you have the scythe, a horde of Beastmen attack. Defeat the Beastmen to complete the chapter.



Boss Battle: Volf, the Invincible Ruler of Storm

Close-Range Abilities: Unblockable Scythe Combos, Unblockable Throw

Long-Range Abilities: Unblockable Charge

Recommended Weapons: Dragon Sword - Level 3

Strategy: In order to battle head-to-head against Volf, you must remain on the move as much as possible. Volf attacks with multiple Scythe combos. If he is spinning, use the Wind Run to get away from him as quickly as possible. If he is using any other Scythe combo, the first few attacks can be blocked without taking damage, but the last two to three attack in each combo inflict damage to Hayabusa whether you are blocking or not.

Unblockable Charge

From a distance, Volf roars, then uses his Unblockable Charge. The only way to avoid the Charge is to use the Wind Run as Volf approaches. Be cautious as Volf can also use the Unblockable Charge from close range, although not as frequently.

Unblockable Throw

You must attack Volf from close range as the Flying Swallow is difficult to land. If you use normal attack combos, Volf will counterattack many of them. Instead, wait for Volf to initiate one of his combos, then use Furious Wind to move just outside of his attack range. At this point charge up an Ultimate technique 1 and unleash it as soon as you reach the necessary charge. Alternately, you can block all but the last few hits of Volf's combos, then use the Furious Wind to avoid the last few hits and immediately charge an Ultimate technique 1.

Scythe Combos

Any time you are not charging an Ultimate technique, you must remain on the move. Volf's throw is extremely damaging, as well as the Unblockable Charge. If you remain stationary, both of these attacks can hit Hayabusa with ease.

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Chapter 7: The Flying Fortress Daedalus

Flying Fortress Daedalus Details

Crystal Skulls: 2

Ninpo: Art of the Piercing Void

Weapons: Tonfa

Enemies: Heavy Artillery Ninja, Light Artillery Ninja, Gun Ninja, Executor, Mecha Soldier

Boss: Genshin, Flaming Armadillo

Maps: 1

First Appearance: Heavy Artillery Ninja

Abilities: Kamikaze, Projectile Attack

Strategy: Another upgrade from the Gun Ninja, these Heavy Artillery Ninjas shoot rockets similar to the Light Artillery Ninjas, except that they shoot several rockets simultaneously. This makes them more dangerous than the Light Artillery Ninjas and should be approached with extreme caution. When these Ninjas are encountered, there is almost always some sort of cover available. Use this cover to avoid their attacks and hit them with Incendiary Shuriken between attacks.

First Appearance: Light Artillery Ninja

Abilities: Kamikaze, Projectile Attack

Strategy: Light Artillery Ninjas are almost identical to Gun Ninjas, except that they use a single-shot rocket launcher instead of a standard gun. The rockets have the ability to knock Hayabusa out of the air, and inflict a good deal of damage to Hayabusa. These Ninjas should be taken out as quickly as possible and take priority over most enemies.

First Appearance: Gun Ninja

Abilities: Kamikaze

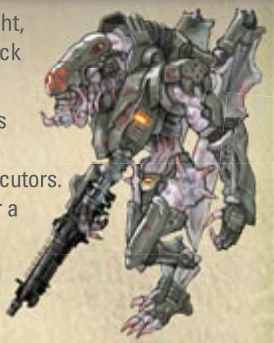
Strategy: Treat Gun Ninjas like you would Projectile Ninjas. When left alone, they shoot their guns at Hayabusa, stunning him on impact. Use the Reverse Wind or simply jump to avoid their attacks. The Reverse Wind is also useful to quickly close in on them, while potentially inflicting damage to multiple enemies at a time. Stay on the move against large numbers of Gun Ninjas to prevent being stunned by their fire. Be cautious around injured Gun Ninjas as they have the same Kamikaze technique as the Melee and Projectile Ninjas.

First Appearance: Executor

Abilities: Flight, Explosive Death

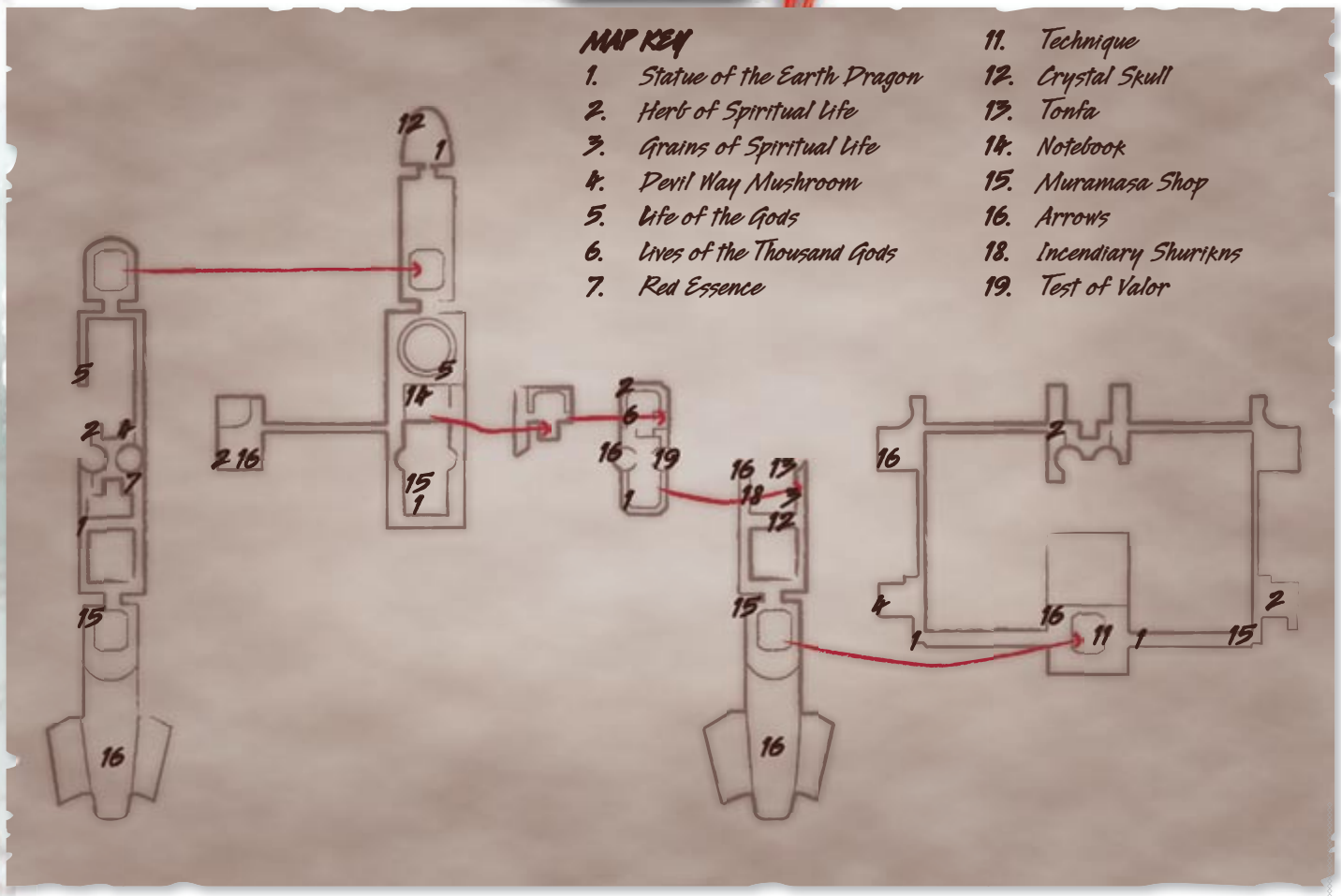
Strategy: Executors are similar to Gun Ninjas in many ways. When left alone, they fire a stream of bullets at Hayabusa. Against multiple Executors, this stream is nearly endless. In addition, they have the ability to fly for a short period of time. When they are airborne, use the Flying Swallow to take them out. This technique is also useful against multiple Executors to keep Hayabusa on the move and avoid their attacks. Weapon combos that knock weaker enemies into the air do not work on these stronger fiends; however, weaker combos followed by the Reverse Wind to quickly move away from the fiends work well. When an Executor has been defeated, the following explosion injures Hayabusa if he is too close. Defeat them and quickly move away to avoid the explosion.

First Appearance: Mecha Soldier



Abilities: Flight, Projectile Attack

Strategy: Mecha Soldiers are the direct upgrade to Executors. They can fly for a short period of time and are difficult to stun. However, their explosions do not inflict damage to Hayabusa. Use the Eclipse Scythe or the Dragon Swords Flying Swallow to make quick work of them.

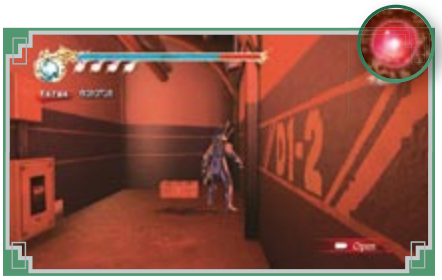


When you arrive at the top of the fortress, immediately run for cover behind the two blast shields ahead. Open the container to the right and replenish your supply of arrows. The container holds an endless amount of arrows if you happen to run out. The blast shields do not last long under fire. Run toward the hangar doors ahead and use arrows to take out the two turrets directly above. Once they have been taken out, head back to the blast shields and use them for cover to take out as many turrets as you can. In addition to the two above the hangar doors, there are two on each wing. If the blast shields are destroyed, use the aerial auto-aim method to avoid taking hits, while still attacking the turrets.

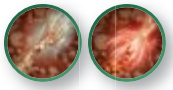
Destroy all of the batteries and head toward the hangar door to initiate a cinematic. At the conclusion of the cinematic, several Executors attack from the hangar. Use the Flying Swallow to avoid the gun shots from these enemies and be cautious once they have been defeated, as they explode and cause damage to Hayabusa.

Take out the Executors and head into the hangar. There is a Murumasa Shop at the end of the hangar on the left. Replenish your supplies and head through the door on the right.

Go right and around the next corner once you are through the door. Several Gun Ninjas attack in the hallway. Take them out and proceed to the end of the hall to find a container with Red Essence.



Head back the way you came and turn right at the first opportunity. When you reach the next hall, several more Gun Ninjas attack. Take them out and head to the end of the hall to find a save point.



Turn around and go into the door on the left. Defeat several more Gun Ninjas and open the container in the far left corner of the room to find an Herb of Spiritual Life. Open the container in the far right corner of the room to obtain a Devil Way Mushroom, then head through the door on the right.

Head into the hallway and to the left to face more Gun Ninjas. Take them out and continue down the hall, all the way around the area, passing the door, until you reach a dead end with a container. Open the container to obtain a Life of the Gods item and head back to the door you passed on the other side of the area.

Two Executors await in the next room. Take them down and interact with the console on the far side of the room to activate the lift.

A Mecha Soldier and several Gun Ninjas attack when you reach the bottom of the lift. Take them out and head to the door at the far end of the room. Dispatch of the Gun Ninjas and save your progress at the Statue

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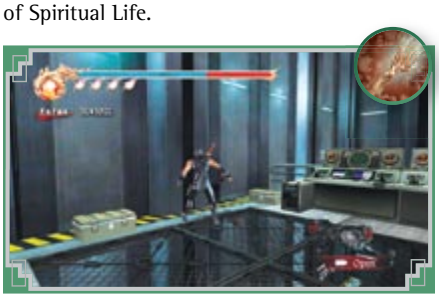
of the Earth Dragon. There is a control console just beyond the Statue of the Earth Dragon. Examine the console, then destroy it. Make sure to destroy the far left side of the console to reveal a Crystal Skull.

Grab the Skull and go back out the door to engage two Mecha Soldiers. Use the Eclipse Scythe to take them down quickly and head through the door at the far end of the room. Take out several more Gun Ninjas and head around to the left side of the room to find a container. Open the container to find another Life of the Gods item.

Head to the right and go through the door in the corner of the room. Dispatch of the Gun Ninjas that attack and head through the door on the right side of the room, just before the laser security system. Go up the stairs and make quick work of the next batch of Gun Ninjas. Go through the door at the end of the hall and take out more Gun Ninjas. On the left side of the room are two containers. The container in the corner holds an Herb of Spiritual Life while the other holds an unending supply of arrows and in the far left corner is another container that holds an Herb of Spiritual Life.



In the right corner of the room is a machine that controls the power source for the ship. Use arrows to destroy the seven plasma-cooling conduits (glass tubes) that surround it, then destroy the two consoles on either side of the room and head back through the door you came in.

Defeat the two Light Artillery Ninjas in the hallway and continue through the door at the end. Head right, to the door at the end of the next hallway.

When you reach the next room, do not enter the door on the left yet. Instead, go around the corner and take out the Gun and Light Artillery Ninjas that attack. Continue around the next corner, just far enough to let the awaiting Gun and Light Artillery Ninjas see you, then hide behind the wall to avoid their projectile attacks. When they round the corner, take them out. With their numbers depleted, head around the corner to dispatch of any remaining Ninjas, then head back to the door you passed before. Save your progress and access the Murumasa Shop inside, then continue back around the two corners and through the door at the end of the hall on the left.

As you enter the room, there is a corpse in the far right corner.

Examine it to obtain Yogenta's Notebook, then head through the door on the left side of the room to enter the elevator. Several Gun Ninjas attack when the elevator door opens. Take them down and destroy the control panels on the far side of the room. Turn around and head up the ladder to the left of the door. Open the two containers in the room above to find a Lives of the Thousand Gods item and an Herb of Spiritual Life.

Use the Lives of the Thousand Gods item, then cautiously open the door to the left. As soon as the door opens, the Gun and Light Artillery Ninjas in the next room shoot at you. Dodge out of the way, then use Wind Run to head through the door unharmed.

Save your progress at the Statue of the Earth Dragon in the corner, then enter the small door just behind you to find another container. Open the container to obtain the Art of the Piercing Void Ninpo magic. Head back out the door straight ahead to the small door on the opposite side of the room. Inside is another Test of Valor.

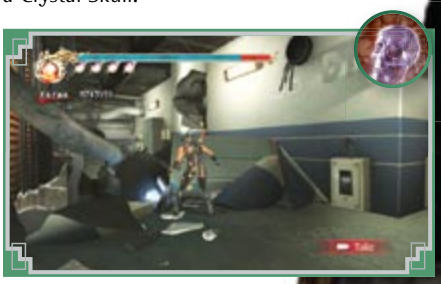
Test of Valor

Enemies: Gun Ninja, Light Artillery Ninjas, Mecha Soldiers

Reward: Jewel of the Demon Seal

Interact with the control panel in the far left corner of the room to open a door in the floor. Go down through the opening and open the container to find an endless supply of arrows. Examine the two corpses in the room to find the Tonfa weapon and Incendiary Shurikens. Head to the left to find another container near the door. Open it to find a Grains of Spiritual Life item, then continue through the door.

Gun Ninjas attack as soon as you open the door. Take care of them, head past the door, and examine the rubble on the right to find a Crystal Skull.



Go down to the end of the hall, around the corner, and through the door on the left to reach the hangar you originally started at.

Defeat the Mecha Soldiers outside, replenish your arrows with the container by the blast shields, and access the Murumasa Shop if you need supplies. Once you are fully stocked, access the control panel inside the hangar and head down the lift.

Executors attack as the lift approaches the bottom. Take them out and head to the pillar on the left side of the room from the perspective of facing the reactor core.

Open the container to the left of the pillar to replenish your arrows, and then cautiously open the door. As soon as the door opens, the turrets on the other side begin to shoot. Head to the opposite side of the room until the turrets cease fire, then use the Fiend's Bane Bow to take out the turrets from across the room.

Restock your arrows at the container and head through the door and down the ladder. Continue to the ladder on the other side of the wing. Climb up the ladder and go through the door to find a save point. Save your progress and continue through the door to the right.

Once inside, examine the corpse in the corner on the left to find a Devil Way Mushroom item.

Head to the other end of the hall and dispatch of the Gun Ninjas that attack. A countdown begins, but this does not affect Hayabusa. Continue through the door at the end of the hall to battle another group of Gun and Light Artillery Ninjas.

You are now back in the room with the device that controls the laser security system. Open the container in the middle of the room to replenish your arrows. Continue through the door on the right to trigger a cinematic.

When the cinematic is over, head through the door ahead of you and take down the Gun and Light Artillery Ninjas inside. Open the container near the door you came in to find an Herb of Spiritual Life item, then head through the door on the other side of the room.

Approach the door on the right to trigger another short cinematic, then continue through the door ahead of you. Head down to the end of the hall and through the next door. Take care of the Gun and Light Artillery Ninjas inside and go through the door at the far end of the room.

Take care of the next batch of Gun and Light Artillery Ninjas and go around to the very end of the hall to find a container.

Open the container to receive an Herb of Spiritual Life, then head through the door to the right. Replenish your supplies at the Murumasa Shop within, then head through the door on the right. As soon as you open the door the turrets on the opposite side begin to shoot. Equip the Fiend's Bane Bow and jump down onto the wing.

Continuously jump to avoid fire from the turrets and use a single arrow while in the air to destroy the turrets. Head up the ladder on the far side, save your progress at the Statue of the Earth Dragon, and continue through the door to initiate another cinematic followed by a boss battle.

NOTE

After you defeat the first boss, a cinematic plays, then a second boss battle begins.

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Boss Battle: Genshin

Close Range Abilities: Strong and weak combos, Counterattack technique, Parry technique

Long Range Abilities: Ultimate technique, Anti-Air technique, Projectile Attack

Recommended Weapon: Dragon Sword - Level 3

Strategy: The second battle against Genshin is very similar to the first. This is once again a battle between two skilled Ninjas. However, this time around Genshin has nine Melee Ninjas to assist him in battle, all equipped with Incendiary Shuriken. The Melee Ninjas attack three at a time, with a replacement appearing each time one has been defeated until all nine have been taken care of. Focus on the Melee Ninjas first, as their Incendiary Shuriken can be troublesome during the battle against Genshin. If you're feeling brave, fight the Melee Ninjas around Genshin and finish them off with an Izuna Drop combo (Ⓧ,Ⓨ,Ⓧ,Ⓧ,Ⓧ,Ⓨ). If you are close enough to Genshin, the Izuna Drop inflicts significant damage to him while killing the Melee Ninjas in the process.

Genshin uses an Ultimate technique from a distance and from close range, although it is much more frequent when he is at a distance. If he uses the Ultimate technique, immediately use the Reverse Wind to move away from him. From a distance he also throws multiple Flaming Shuriken that ignite if they hit Hayabusa. Stay close to Genshin to limit the use of his Ultimate technique and prevent him from using his projectile attack.

At close range, Genshin can counter or parry Hayabusa's attacks. This includes the first attack from either Ultimate technique, halting them completely. Use your highest-level weapon, with the Dragon Sword being the weapon of choice. Move in circles around Genshin with the Reverse Wind technique until he attacks. Block his attack or combo, then counterattack with a short combo. Be careful of a counterattack or parry. Should this happen, use the Reverse Wind, then wait for Genshin to attack again.

Projectile Attack

Do not use the Flying Swallow or any other aerial attacks as Genshin has the ability to counter any aerial attacks Hayabusa uses. There is a chance Genshin's counter will miss, but it is far too risky to rely on. When Genshin reaches approximately 20% health, the battle comes to an end. There is a container behind the pillar on the far side of the room. Use the container to replenish your arrows when you have the chance.

Boss Battle: Flaming Armadillo

Close Range Abilities: Body Slam, Kick

Long Range Abilities: Flame Breath, Armadillo Roll, Meteor Attack

Recommended Weapon: Dragon Sword - Level 3, Fiend's Bane Bow

Strategy: As soon as the battle begins, run toward the Flaming Armadillo with a slight angle to the right. If you delay, it may use its Flame Breath attack. It starts from the left and moves its head around to the right in a complete half-circle. If you are not quick enough, there's no way to avoid the attack. However, by moving immediately, you have enough time to avoid the attack and if the Flaming Armadillo uses the Flame Breath attack, you can shoot a fully charged arrow at its head once you are safely to its side.

The Flaming Armadillo can only be harmed by attacks to the head. Do not be afraid of its large size and stay at close range. The goal is to use the Flying Swallow or any Strong Attack combo to hit its head. When this happens, the Flaming Armadillo is temporarily stunned. This gives you enough time to attack again and continuously stun the Flaming Armadillo until it is low on health and lowers its head. At this point, use an Obliteration technique to seal the deal.

Armadillo Roll

If you find yourself at a distance, stay to the side of the Flaming Armadillo. If you remain directly in front of it, it uses the Flame Breath attack. If you attempt to attack its feet, it uses a kick attack that can be blocked, but it is difficult to see coming. If you stay at close range for too long without attacking the Flaming Armadillo, it raises up on its back legs and uses a Body Slam that inflicts a significant amount of damage. If it rolls up into a ball, continuously use the Wind Run until it returns to its normal state. This is the only way to ensure that you avoid the Armadillo Roll attack.

Meteor Attack

Flame Breath

When the Flaming Armadillo reaches 50% health, it goes into a rage and uses the Meteor Attack and Armadillo Roll much more frequently. The Meteor Attack gives you an opportunity to move in and attack its head. The attack has very low accuracy, but keep an eye on the trajectory of the meteors and use the Wind Run if one is heading toward you.

Once the Flaming Armadillo has been defeated, either through the use of an Obliteration technique or a standard attack, put up your guard and do not drop it until the cinematic begins. The Flaming Armadillo explodes and kills Hayabusa if your guard is not up.

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Chapter 8: Submit, or Die!

Submit, or Die! Details

Crystal Skulls: 4

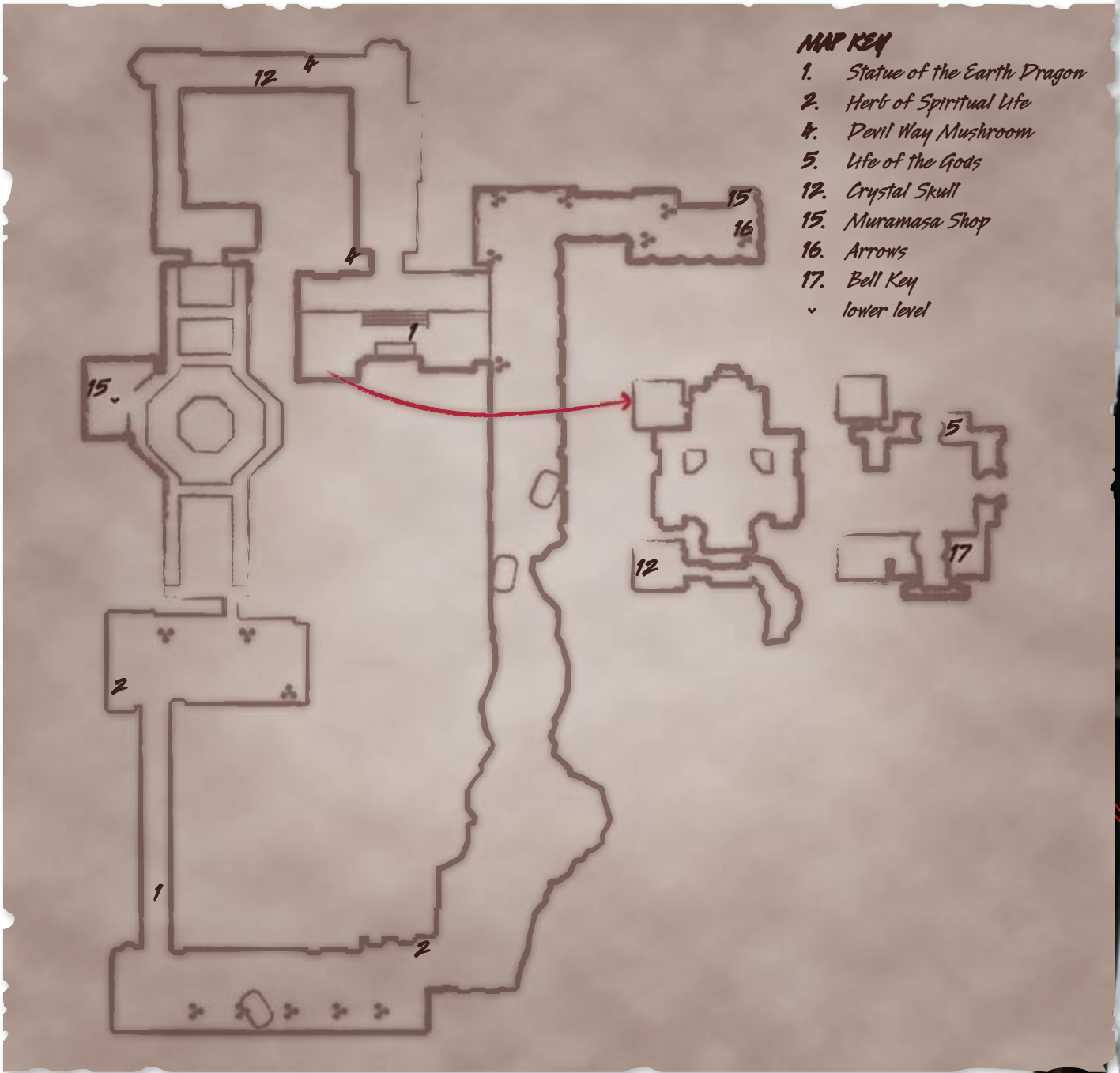
Items: Bell Key, Dignitary's ID Card

Boss: Giant Brute Fiend, Zedonius

Maps: 2

Head to the Murumasa Shop directly ahead and pick up any lacking supplies. Do not buy any arrows as the container to the left of the shop replenishes your supply.

Stock up and head down the street to engage several Gun Ninjas. Use the Incendiary Shurikens to destroy the red barrels behind the blockades. This takes out the enemies with rocket launchers relatively quickly.



After the first batch of enemies has been taken care of, continue down the street and stop just before you reach the corner. More Heavy and Light Artillery Ninjas are waiting around the corner.

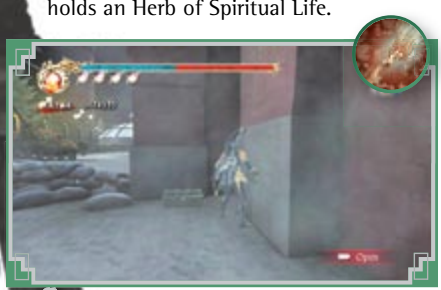
Ready an Incendiary Shuriken, jump out from around the corner, and hit the Artillery Ninja as soon as you see him. Quickly duck back behind the corner and take out the Gun Ninjas that follow you. Jump back out and use another Incendiary Shuriken to destroy the red barrel ahead to the right to take out another Rocket Launcher Ninja. Do not proceed beyond the halfway point between the first two blockades after you round the corner. Another Heavy Artillery Ninja waits at the end of the street.

Carefully move around the corner once again, but do not go down the street. Instead, use the bow to hit the Heavy Artillery Ninja at the far end of the street. With this enemy down, you can now safely proceed down the street.

When you reach the tank on the left, be prepared for another ambush. Several Heavy Artillery Ninjas wait at the very end of the street while Gun Ninjas and Mecha Soldiers rush toward you. Use the uprooted concrete just past the tank to shield yourself from the heavy artillery. Switch to the Dragon Sword and use the Flying Swallow to quickly dispatch of the Mecha Soldiers, then change to the Kusari-gama and use its speed and range to kill the remaining Gun Ninjas.

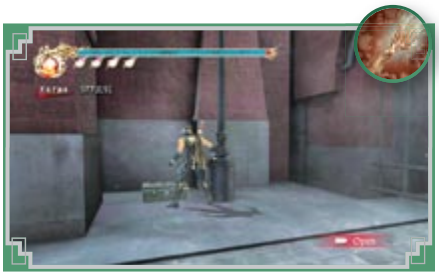
Once all of the enemies in the immediate area have been defeated, head straight for the two Heavy Artillery Ninjas at the end. They both shoot a barrage of rockets as soon as you come out from behind the uprooted concrete. However, if you continue running forward, every shot they fire misses. When you're close enough, use the range of the Kusari-gama to take them both out at once, or use the Dragon Sword coupled with the Flying Swallow technique to defeat them one at a time.

Head around the corner, and look to the right to find a container in the corner that holds an Herb of Spiritual Life.



Continue to the right and engage several more Gun and Artillery Ninjas. Focus on the Artillery Ninjas first, then take care of the others. Use Incendiary Shurikens to destroy the red barrels and take out any nearby enemies.

When you reach the end of the street, take out the remaining Ninjas to open the gate to the right. Head into the corridor on the right to find a Statue of the Earth Dragon. Save your progress and continue down the corridor. When you get to the open area, there is a container in the corner to the left.



Take out the Ninja Dogs, open the container to obtain an Herb of Spiritual Life, then head through the small opening on the left near the other side of the area.

Keep running as soon as you go through the opening. Two Heavy Artillery Ninjas attack from an overpass above. Ignore the other enemies until you're directly under the platform where the Rocket Launchers can't reach you. Defeat all remaining enemies while staying under the overpass, then run back in the direction you came and into one of the corners by the opening you came through. Use the Flying Bird technique to reach the upper balcony and immediately run toward the two Artillery Ninjas. All of their shots miss as long as you continue to run toward them.

When you reach the overpass, quickly take out the two Heavy Artillery Ninjas with the Dragon Sword and Flying Bird technique. Do not stop moving at any time as two more Heavy Artillery Ninjas attack from the first overpass. Head back to the first overpass and dispatch of the last two Heavy Artillery Ninjas with the Dragon Sword and Flying Bird technique or with the Kusari-gama.

Turn around and head to the open store on the right. Continue down the stairs to find another Murumasa Shop. Replenish any supplies you may need, with the exception of arrows because there is a container of them ahead. Head out of the store and to the left, then go through the opening at the end of the area.

To the left are a series of land mines. They can be destroyed by any of your projectile attacks, but this is unnecessary. There are footsteps in the snow ahead.

Carefully follow the footsteps to avoid detonating any of the land mines. When you reach the end of the snow, Light Artillery Ninjas attack from the right. Equip the bow and use it to defeat the Ninjas on the ground. Do not move into the snow on the right or beyond the first blockade to ensure that you avoid the land mines.

When only the Ninjas in the windows above remain, dodge their shots by jumping in place when they shoot and wait for them to duck out of the window for cover. When this happens, charge the bow and zoom in to get a clean shot when they reappear at the window. Use the bow to destroy the missiles as they come at you, then quickly shoot again to take out the Light Artillery Ninja behind the shot. Stay focused on the windows as Light Artillery Ninja respawn and pop out to take shots at you.

Once all of the enemies have been killed, carefully move over the first blockade and follow the footsteps to avoid the mines. Just before the final blockade is a corpse that holds a Devil Way Mushroom.

When you reach the final blockade before you must turn the corner, equip the Fiend's Bane Bow. As soon as you jump over the

blockade two gun turrets open fire at the end of the street to the right. Jump over and block the first round of shots. As soon as the turrets cease fire, destroy one with a charged arrow shot. Do not attempt to take out the second one at this point as it begins to fire before you can take it out. Wait for the next round of shots to conclude before you use the bow to destroy the second turret. With both turrets down, look to the left to find a Crystal Skull in the snow.

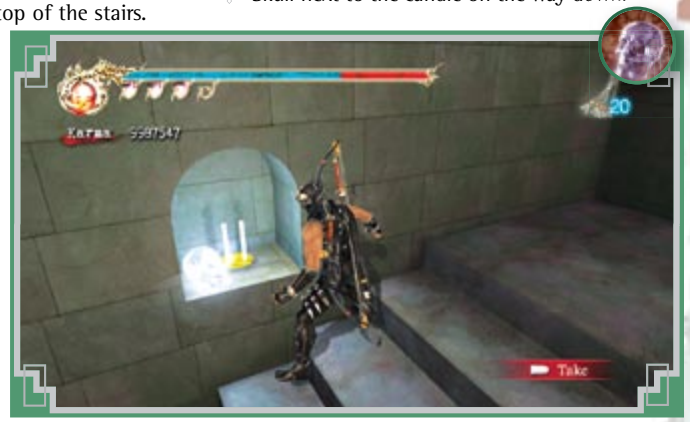
Be careful as there are mines hidden in the snow. Jump over to the Skull, grab it, then follow the footsteps in the snow heading toward the turrets to make your way to the far side of the area. Run up the side of the turret platform to the right and examine the corpse in the corner to obtain a Devil Way Mushroom.

Grab the item and go through the gate. Save your progress at the Statue of the Earth Dragon just ahead. Go through the door to the right of the save point and take out the Ninjas inside. Head through the small door on the right and up the stairs. When you reach what seems to be the top of the stairs, use Unrivaled Soaring to reach the next set of steps. Do this multiple times until you reach the opening at the very top of the stairs.

Once through the opening, move ahead and to the left of the circular bar. Use the bar to move around to the opening on the left. There is a corpse on the left that holds a Life of the Gods item. Get the item and jump back on the bar. Take it around to the opening directly ahead.

Do not go through the door on the right yet. Instead, jump through the window directly ahead and out onto the balcony. Head left and go in through the next window to find another corpse that holds a Bell Key. Go back through the first window and use the Bell Key to unlock the door on the left.

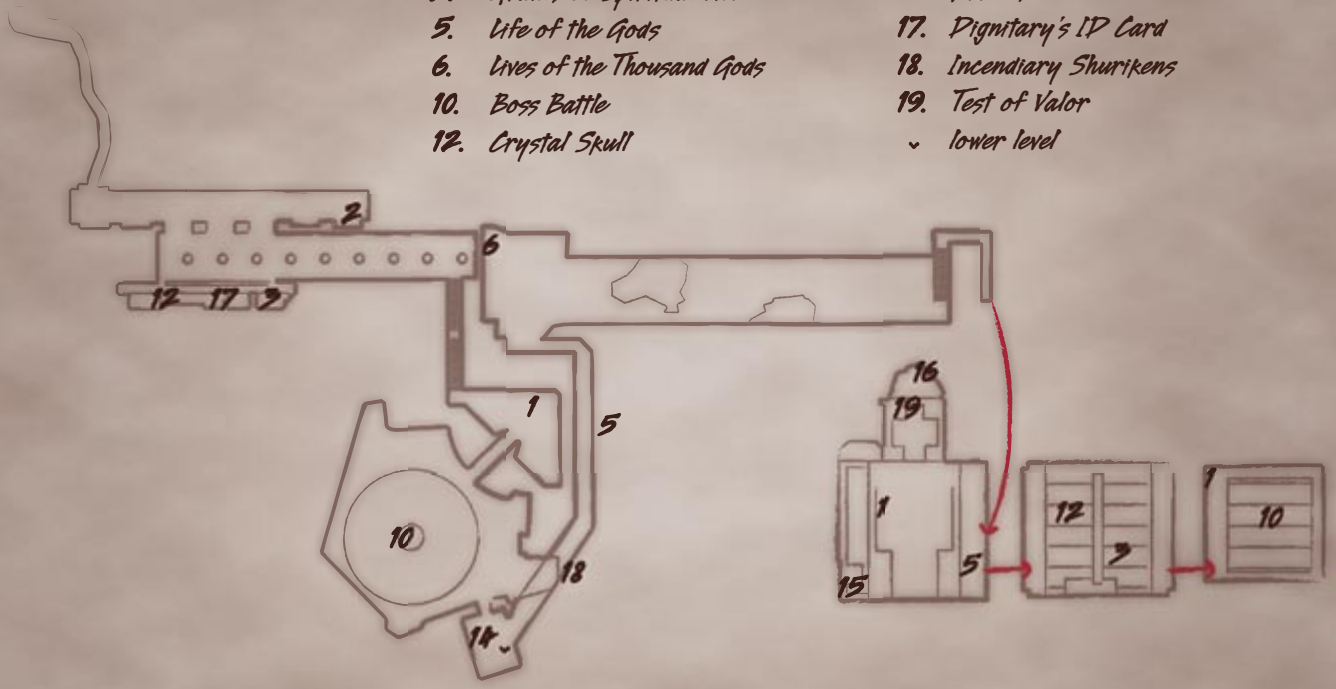
Proceed down the stairs and grab the Crystal Skull next to the candle on the way down.



Head through the opening at the bottom and open the door in the center of the room to gain access to the basement tunnel. Once in the basement, go through the opening on the right.

MAP KEY

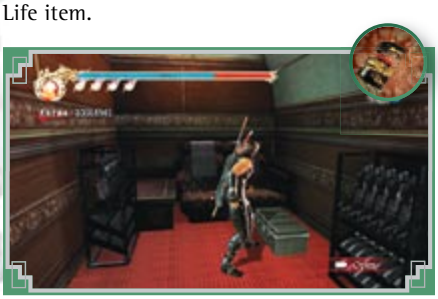
1. Statue of the Earth Dragon
2. Herb of Spiritual Life
3. Grains of Spiritual Life
5. Life of the Gods
6. Lives of the Thousand Gods
10. Boss Battle
12. Crystal Skull
14. Notebook
15. Muramasa Shop
16. Arrows
17. Dignitary's ID Card
18. Incendiary Shurikens
19. Test of Valor
⌄ lower level



Continue forward and take down the bats as you progress. Several Ninjas attack when you reach the opening at the end of the tunnel. Kill them and head straight to the end of the hallway to find a container on the right. Open the container to obtain an Herb of Spiritual Life.

Turn around and head into the open area on the left. Move toward the door of the train ahead and defeat the Ninjas that attack from behind. Head through the train door and to the left and into the first cabin on the right. On the right side of the cabin is a Crystal Skull.

Head into the adjacent cabin and search the corpse on the bed to find a Dignitary's ID Card. Head back into the hallway and to the right, to the last cabin on the right, and find a container that holds a Grains of Spiritual Life item.



Go out of the train and to the right, down the hall. Go up the stairs at the end of the hall on the right, then through the door.

Save your progress at the Statue of the Earth Dragon ahead, then continue up the stairs in the middle of the room. Equip Incendiary Shurikens and run straight ahead into the opening to battle against the Giant Brute Fiend from chapter 4.

Mid-Boss Battle: Giant Brute Fiend

Close Range Abilities: Earthquake Slam, Wind Breath

Long Range Abilities: None

Recommended Weapon: Dragon Sword - Level 3, Incendiary Shuriken

Strategy: The Giant Brute has not changed since you last fought it as the mid-boss of chapter four. The only difference in this fight is that Mecha Soldier's attack alongside the boss and you can now use Incendiary Shuriken to inflict damage. Light Artillery Ninjas also join in the battle once the Brute reaches 50% health. Ignore the Soldiers and Ninjas and focus exclusively on the Brute Fiend as the Mecha Soldiers continue to spawn as long as the boss remains alive.

Continue to run around in tight circles, and focus on the Brute's back leg to inflict damage. Stay away from its face to avoid its Wind Breath attack. Use Incendiary Shurikens if you get caught around its head. This will inflict moderate damage and give you time to move away. If the Mecha Soldiers become too troublesome, use the Flying Swallow to take out as many as you can, then damage the boss in the brief time period before they respawn.

Once the Giant Brute Fiend's health bar is around 20%, its head drops to the ground. Take this opportunity to use an Ultimate technique on its head and finish the battle early.

After the boss has been defeated, use the Kusari-gama or Dragon Sword to quickly take out the remaining enemies.

After a brief cinematic, head through the opening in the side of the damaged building, then down the hole in the corner of the room. Examine the book when you reach the bottom to obtain the Rule of the King of Darkness.

Continue down the corridor and take down the three Melee Ninjas that attack.

Go through the open cell door on the right. Examine the corpse to replenish your Incendiary Shurikens.

Move down the corridor to the next open cell and examine the corpse to obtain a Life of the Gods item.

Head down to the end of the corridor, to the cell at the end on the right. Use an Incendiary Shuriken to break open the crack in the wall.

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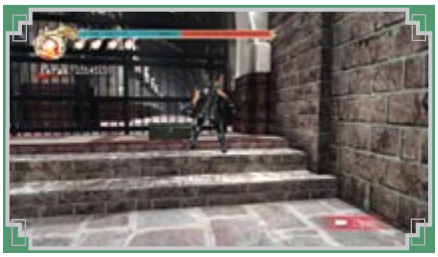
Jump down into the water and head directly across the ledge on the opposite side. Stay on the ledge and fight off several Water Demons that attack. Defeat the fiends and open the container on the far side of the ledge by the gate. Inside the container is a Lives of the Thousand Gods item.



Use the item and head in the opposite direction, down the waterway. Stop at the small portions of solid ground to defeat the Undead Fish that await. When you reach the end of the waterway, head up the stairs and down the corridor to the right.

Use the Flying Bird technique at the end of the corridor to reach the top of the area. Another section of glowing wall can be found here.

Use an Incendiary Shuriken to clear the way and continue through the newly created opening. Open the container on the left to obtain an Herb of Spiritual Life, then head down the stairs at the opposite end and save your progress at the Statue of the Earth Dragon on the bottom floor.

Continue up the stairs behind the save point and through the opening at the top. Defeat the Melee Ninjas that attack and continue around through the opening on the left to reach a Murumasa Shop.

Restock your supplies and jump down to the first floor. Take out the Melee Ninjas that spawn and head through the door on the far side to find another Test of Valor. To the right of the Test of Valor is a container that replenishes your arrows.

Test of Valor

Enemies: Executors, Heavy Artillery Ninjas

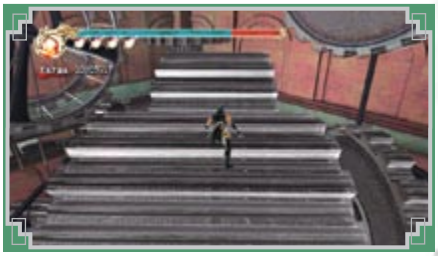
Reward: Jewel of the Demon Seal

Head back inside and over to the Murumasa Shop. Go up the ladder to the right to reach the next floor. Head to the right and jump on the gear at the end of the path on the right.

Defeat the Melee Ninjas that attack and jump on the next gear adjacent to the gear you're currently standing on. From here, jump on the gear slightly above and to the right of you.

When you land on the third gear, three Melee Ninjas attack. Make quick work of them and jump on the vertically rotating gear adjacent to your current gear. From here, jump to the horizontal bars ahead and up to the next gear. Head over to the adjacent gear, then on to the next vertically rotating gear.

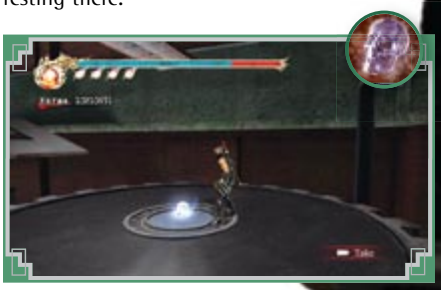
Be very cautious here as the next vertically rotating gear is moving in the opposite direction. Anything that drops between the two gears will be crushed, including enemies.



Several Ninjas attack when you land on the first vertical gear. Immediately jump back to the horizontal gear below and allow the gears to take care of most of your enemies. Wait on the horizontal gear and defeat any enemies that are left.

Jump back up to the vertical gear and wait for it to move around to the next vertical gear. When the next gear is close, use the Flying Swallow with the Dragon Sword to ensure that you avoid an unnecessary death. Quickly do the same to reach the adjacent horizontal gear ahead before you fall back between the two gears.

From the horizontal gear, jump to the left to reach the horizontal bars in the middle of the next gear. Swing over to the horizontal gear just ahead and pick up the Crystal Skull resting there.



Jump up to the platform on the left and continue to the left and examine the corpse ahead to find Izo's Notebook, then examine the notebook just beyond the corpse to find Koshimaru's Notebook (1). Jump onto the vertical gear at the end on the left, and then up to the next horizontal gear. Head over to the rotating horizontal bar and grab onto it. Swing over to the next vertical gear, then use the Dragon Sword's Flying Swallow to reach the horizontal gear on the right. Open the container on the horizontal gear to find a Grains of Spiritual Life item.

Jump over to the next horizontal gear and defeat the Melee Ninjas that attack. Jump from one horizontal gear to the next until you reach another vertical gear. The next two gears are vertical. This is similar to the first two sets of vertical gears, so be careful not to fall between them to your death. Jump on the first vertical gear, then use the Dragon Sword's Flying Swallow to reach the Statue of the Earth Dragon ahead.

Save your progress and head up the ramp to the left. Run into the middle of the platform at the top to trigger a cinematic, followed by a boss battle against Zedonius.

Boss Battle: Zedonius, Ruler of the Flame

Close-Range Abilities: Flame Spire, Unblockable Throw, Fire Eruption, Flight, Parry, Counterattack

Long-Range Abilities: Projectile Attack, Fire Stomp

Recommended Weapon: Dragon Sword - Level 3

Strategy: Stay close to Zedonius to avoid his many long-range attacks. If you stay at a distance Zedonius uses a double fireball projectile attack, a Flame Spire similar to the Flame Column Ninpo Ninjas use, and a Fire Stomp that is difficult to avoid. If you find yourself at a distance, watch Zedonius carefully and be prepared to use the Wind Run technique to avoid his long-range attacks.

At close range, use the Reverse Wind and Furious Wind to move in circles around Zedonius. You can initiate an attack before Zedonius attacks, but he can parry or counter-attack. Wait for him to use an attack combo, but be very careful to avoid the last two attacks. His fist is engulfed in flame during the last two hits of his combos, which stuns Hayabusa and inflicts significant damage even if both attacks are blocked. However, upon dodging these two attacks, Zedonius is vulnerable to a counter-attack. This is the best opportunity to attack him.

Flame Spire

Shortly after the fight begins, Zedonius summons several Water Demons to assist him. Zedonius summons the Water Demons on a regular basis if you defeat them, but they do not constantly respawn. If you can remain focused on Zedonius while the Water Demons are attacking, ignore them. If the Water Demons get in your way, take them out, but do not venture far from Zedonius as he will use his long-range attacks.

If Zedonius takes flight, use the Flying Swallow to bring him down, or stay directly below him and watch out for the Flame Spire. When he is low on health, stay just outside of the Dragon Sword's attack range and charge an Ultimate technique. This avoids his Flame Eruption that is difficult to see coming, and can finish him off quickly.

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Chapter 9: Heart of Darkness

Heart of Darkness Details

Crystal Skulls: 4

Items: Jade Mask

Enemies: Remote Sentries, Spiny Fiends, Chainsaw Bazooka Zombie, Blood Eel

Bosses: Amazonian Death Worm, Quetzalcoatl

Maps: 7

First Appearance: Remote Sentries

Abilities: Projectile Attack

Strategy: Remote Sentries almost always attack over water. Take cover on solid ground and use the Gatling Spear Gun to take them out from a distance. The Gatling Spear Gun is weak and it takes some time to defeat them with this weapon, but it also has an infinite amount of ammunition. Incendiary Shurikens and arrows from the Fiend's Bane Bow also work well, but Hayabusa has a limited supply of ammo for these weapons, which should be saved for more difficult opponents.

First Appearance: Spiny Fiends

Abilities: Acid Drip

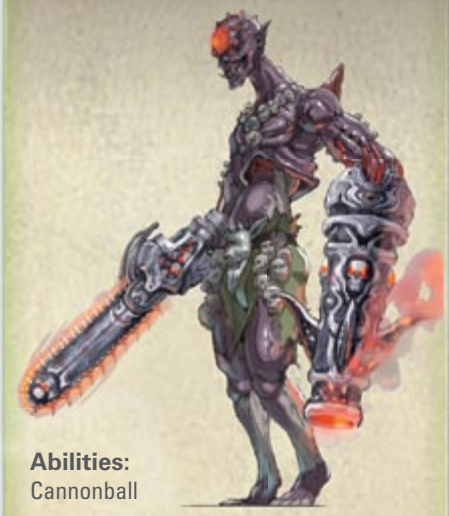
Strategy: Spiny Fiends are very similar to Bone Scorpions. They do not have any long-range attacks and can only attack at close range or from above with an acid drip. Use the Kusari-gama from a distance or when they are positioned above Hayabusa, then switch to the Falcon's Talons at close range if you have trouble initiating an attack with the Kusari-gama.

First Appearance: Blood Eels

Abilities: None

Strategy: The Blood Eel does not have any special abilities and can only attack with a throw at close range. Use the Gatling Spear Gun from a distance to make quick work of any Blood Eels you come across.

First Appearance: Chainsaw Bazooka Zombies



Abilities: Cannonball

Strategy: The Chainsaw Bazooka Zombie has a chainsaw for one hand and a canon for the other. At a distance, they shoot a cannonball that breaks Hayabusa's guard, leaving him temporarily open to attack. When this attack is not blocked, it interrupts almost anything Hayabusa is doing at the time and knocks him to the ground. At close range, these enemies are not much of a threat outside of their standard throw. However, since they are some of the slowest enemies in the game, the throw is telegraphed and can easily be avoided. When you see a Chainsaw Bazooka Zombie raise its foot, quickly use the Reverse Wind to move out of the way and avoid the throw that follows. Against a large group of Chainsaw Bazooka Zombies, use the Flying Swallow almost exclusively to dwindle their numbers. To avoid the cannonball shots, do not stay on the ground too long.

Head down the jungle path to engage several Gun and Artillery Ninjas. Do not progress forward until all of the enemies in the immediate area have been killed. At the end of the path is a river with a Heavy Artillery Ninja on the far bank. Wait until he shoots, dodge to avoid the shot, then cross the river and use the Dragon Sword Flying Swallow to take him out.

Access the Murumasa Shop to the left and replenish any supplies you may be lacking. Do not purchase arrows, as they are readily available just ahead.

Continue to the left from the shop, but do not go far. As soon as you move to the left, mines appear in the water. Use the Gatling Spear Gun to clear a path. The mines respawn very quickly when running across the water until you approach what looks to be a dead end. Be cautious here as a Rocket Launcher and Gun Ninja await to the far right.

Take out the enemies and save your progress at the Statue of the Earth Dragon. Continue through the small structure here. Just before you exit the structure, look to the left to find a corpse that resupplies your arrows.

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As soon as you move forward into the water, several Artillery and Gun Ninjas attack from the far bank. Immediately head to the left-most pier next to the boat.

Take out the Heavy Artillery and Gun Ninjas here. Several more spawn behind you on the raised platform. Take them out and jump up to the platform.

Head around the corner to the right. There is a corpse here that contains an Herb of Spiritual Life, but do not examine any corpses or containers in the area until all of the Ninjas have been dispatched, unless you are in dire need of aid. The container in the structure to the right holds a Grains of Spiritual Life item.

From the corpse, head to the right and use the Flying Swallow when you get to the opening to reach the next structure on the left.

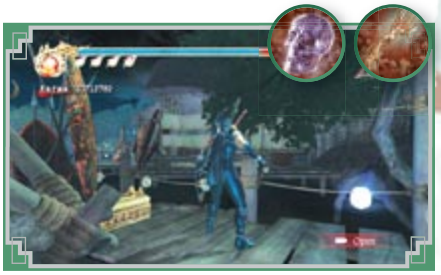
There is a container to the right that holds Red Essence, but do not use Ninpo or access the container yet, as Ninpo may be needed very soon.

Defeat the enemies here and run around to the pier on the right to find more attackers and a container that holds a Devil Way Mushroom. There is a container in the structure directly behind you that replenishes your arrows.

In the next structure there is a container that holds Blue Essence if your health is low.

Continue on to the next structure to find more Gun and Missile Ninjas. Jump into the water and run to the wooden ramp at the far end to gain access to the structure.

Defeat the enemies here and circle around to the back of the structure to find a container that holds an Herb of Spiritual Life and a Crystal Skull.



If for any reason you cannot pick up the Skull, jump into the water and access it from there.

As you battle through this section, enemies in the first two structures respawn one time. Take them all out and several Remote Sentries appear after a brief cinematic. There are three possible ways to take out the Remote Sentries:

1. Dodge their attacks with constant movement and use of the Reverse Wind. Between missile barrages, use a fully charged arrow to dispatch of each Sentry.

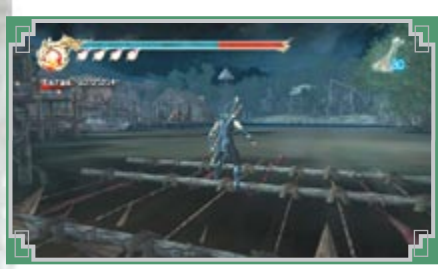
2. Use the Art of the Inferno Ninpo to take out the Sentries. If you run out of Ninpo, use the Red Essence and Devil Way Mushroom mentioned earlier.

3. Take them out head-on. Run across the water in tight circles to avoid their attacks, then use any Level 3 weapon to take them out.

Once all of the Sentries have been taken out, head over to the area where the arrow container is located. Just across from the entrance to the structure is a wooden ramp.

Head up the ramp to find a container that holds a Life of the Gods item, then head around to the first pier you assaulted. Go to the far left side of the structure to a wooden path that leads down.

Head down the path, through the gate, and around to the left to find another container. Open it to obtain a jade mask. When you pick up the mask, several Remote Sentries appear over the water. Use any of the three methods mentioned previously, or stand on the recently-knocked-down gate and take the Sentries down with arrows.



Take out the Sentries and head beyond the knocked-down gate. Head to the gold emblem and examine it to place the jade mask upon it and open an underwater passage to the left, under the stone demon head.

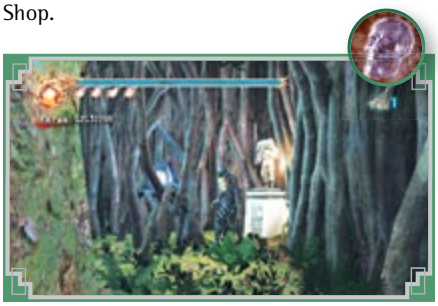
Dive into the water and swim through the passage to the other side. Climb up and head to the left to find a container that holds an Herb of Spiritual Life.

Just ahead are a series of horizontal branches. Below the branches a mine can be seen under the water. Use the Fiend's Bane Bow to take out the mine, then cross the water via the branches above.

Continue down the path and take out the Gun Ninjas that attack. When you see a rope running to the left, equip the bow and proceed around the corner. Take out the mines in the water below and head across the rope. Several Heavy Artillery Ninjas attack from across the water. Drop into the water and run back around to the shore, then make your way back around and take them out with the bow. Cross the water via the rope again.

As soon as you are over solid ground, drop and run around the corner to take out two more Gun Ninjas, then go back to the rope. Move down the rope a short distance and stop just before you reach the tree on the left. Face in the direction of the tree and swing to the horizontal branch directly ahead.

Continue on to the next branch and over to the small open area ahead. There is a Crystal Skull here, along with a Murumasa Shop.



Pick up the Skull and purchase anything you may need from the shop. If you cannot access the shop, there are still enemies around that need to be killed before you can purchase supplies. Jump down into the water and clear the mines with the Gatling Spear Gun, then head to the left to return to the starting point of this area. Head back to the rope and cross the water to the land on the opposite side, then head down the path.

Head to the left just before the Statue of the Earth Dragon and take out the two Gun Ninjas that attack. There is a container hidden under the brush to the right in the small open area ahead. Open it to find a Grains of Spiritual Life item, then head back to the Statue of the Earth Dragon, take out the two fiends that attack, and save your progress.

Equip the Kusari-gama and head past the save point into the next open area. A horde of Spiny Fiends attack from all around you. Take out the first few fiends with any strong attack combo, then quickly back up to a safe distance and use Ultimate Guidance to chain a series of Ultimate techniques with the Kusari-gama to quickly and easily dispatch of them. Pay close attention to the proximity of the enemies after each Ultimate technique to ensure you avoid their long-range grab. If an enemy is too close to absorb Essence and use another Ultimate technique before they attack, use the Reverse Wind to dash away, then continue with Ultimate Guidance.

Use an Incendiary Shuirken to destroy the boulder on the side of the area.

ACHIEVEMENT TIP

This is a perfect opportunity to acquire the Feat of a Hundred Slashes achievement if you have not already done so. Proper chaining of the Ultimate Guidance technique results in a combo that's well over 100 hits.

Drop down into the tunnel behind the boulder and defeat the bats as you progress forward. Another horde of Spiny Fiends attack as you continue through the tunnel. Take them out with the Kusari-gama and continue down the tunnel.

As your progress through the tunnel, there are small rooms on either side that house large eggs. Many of these eggs contain Blue, Red, or Yellow Essence. There is a mid-boss battle ahead and the Blue and Red Essence eggs come in handy to replenish your health and Ki during the battle.

First Room, Right Side: Yellow and Blue Essence

Second Room, Right Side: Yellow and Blue Essence

Third Room, Right Side: Yellow Essence

Third Room, Left Side: Spiny Fiends

Fourth Room, Right Side: Yellow Essence

Fifth Room, Right Side: Yellow and Blue Essence

Fourth Room, Left Side: Yellow and Blue Essence

Mid-Boss Cinematic

Tenth Room, Right Side: Red, Yellow, and Blue Essence

Eleventh Room, Right Side: Yellow Essence

Eighth Room, Left Side: Yellow and Blue Essence

Thirteenth Room, Right Side: Red, Yellow, and Blue Essence

Ninth Room, Left Side: Red and Yellow Essence

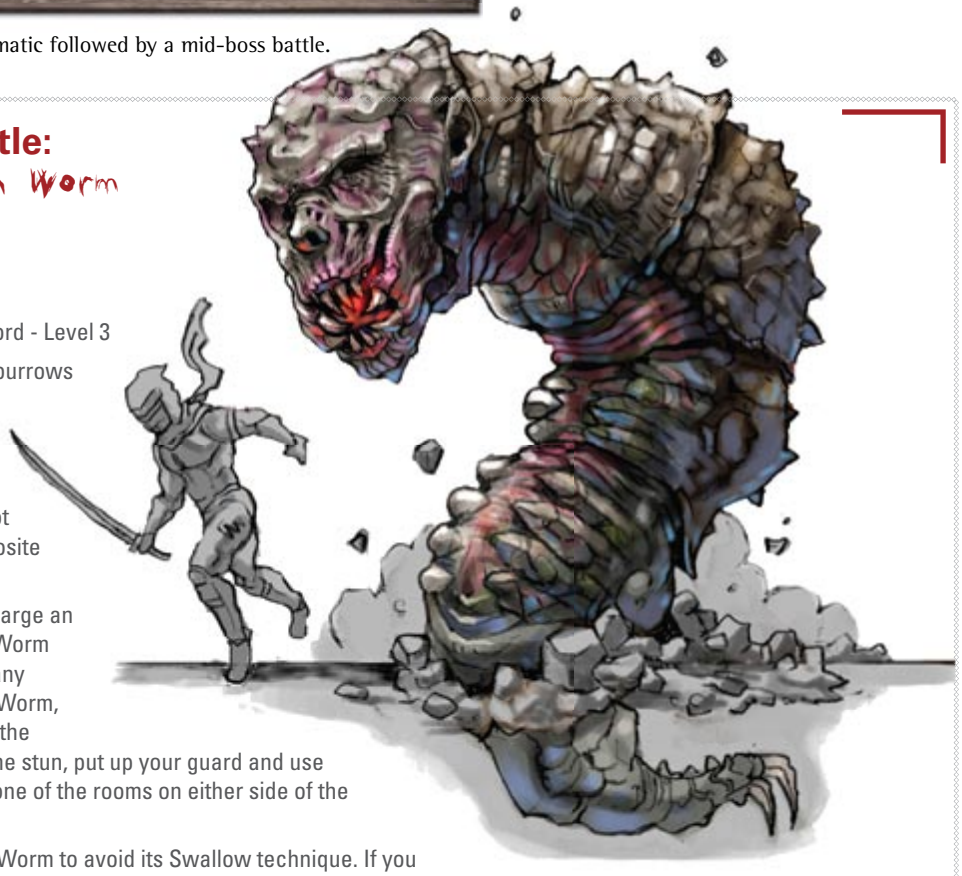
Tenth Room, Left Side: Yellow Essence

Fifteenth Room, Right Side: Yellow and Blue Essence

KARMA TIP

The second room on the right houses a large worm creature and several Spiny Fiends, so do not enter it unless you want to maximize your kill count and Karma score.

Continue through the tunnel to initiate a cinematic followed by a mid-boss battle.



Mid-Boss Battle:
Amazonian Death Worm

Close-Range Abilities: Swallow

Long-Range Abilities: None

Recommended Weapon: Dragon Sword - Level 3

Strategy: The Amazonian Death Worm burrows through the tunnels from one side to the other. Use the rooms on either side of the tunnel to avoid it until you are ready to attack. It may come from the same direction multiple times in a row, so do not assume it is always coming from the opposite direction.

Stand in the middle of the tunnel and charge an Ultimate technique 2. When you see the Worm approaching, unleash the UT2, then use any Strong Attack combo. The UT2 stuns the Worm, and each consecutive Strong Attack has the same effect. If the Worm breaks free of the stun, put up your guard and use the Furious Wind technique to dash into one of the rooms on either side of the tunnel.

Do not remain idle in front of the Death Worm to avoid its Swallow technique. If you get caught in the Swallow, immediately use a health item. The Worm drags Hayabusa through the tunnel, inflicting a significant amount of damage. Even with a virtually full health bar, it is possible to die from this technique.

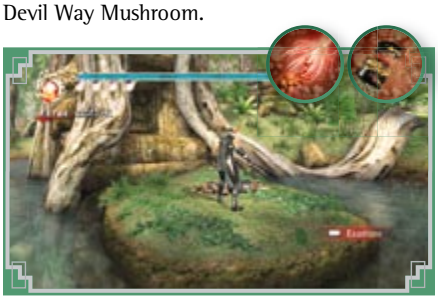
Defeat the boss and continue through the tunnel. Drop down the hole at the end and save your progress at the Statue of the Earth Dragon to the left as you exit the tunnel.

Head down the path and into the next open area. Move to the right and engage the multitude of worms that attack. Defeat them and continue to the right to find a Crystal Skull.

Grab the Skull and continue through the opening on the far side. Head through the jungle path until you reach a corpse on the right. Examine the corpse to obtain the Vigorrian Flail and continue on to another open area with water.

Switch to the Gatling Spear Gun and drop into the water. Take out the Blood Eels and head to the right to find a container at the bottom of the pool.

Examine the container to obtain a Grains of Spiritual Life item, then turn around and head across the water to the right of the skull monument. Examine the corpse here to find a Devil Way Mushroom.



Open the container inside the skull monument to the left to obtain a Jewel of the Demon Seal, then head to the collapsed stone bridge and over to the Statue of the Earth Dragon. There is another Test of Valor here.

Test of Valor

Enemies: Bone Scorpions, Spiny Fiends

Reward: Talisman of Rebirth

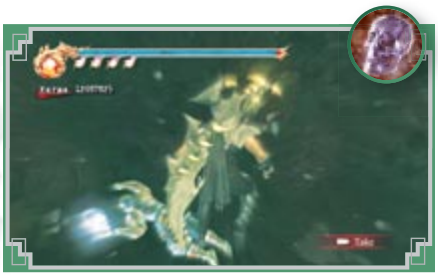
Continue to the right to find a Murumasa Shop. Restock your items and examine the large stone glyph to the left.

A horde of Chainsaw Bazooka Zombies spawn. Defeat them and head back over to the collapsed bridge. Several Blood Eels spawn in the water here. Use the Fiend's Bane Bow to clear any that may be in the immediate area of the bridge, then dive in. Stay as close to the bridge as possible and use the Gatling Spear Gun to dispatch of the Blood Eels. With all of the enemies taken care of, save your progress again and examine the stone glyph to remove it from your path.

Continue past the glyph, and head left before you drop into the water. Run around to the end of the path to find a container with Yellow Essence.

Grab the Essence and jump into the water. Dive down and head into the underwater passage on the left. When you reach the end of the passage, surface and follow the path to trigger a short cinematic.

When the cinematic concludes, follow the path until several Chainsaw Bazooka Zombies appear. Take them out and dive into the water on the right to find a Crystal Skull next to a corpse. Grab the Skull and continue down the path, killing more Chainsaw Bazooka Zombies as you progress.



When you reach the open area, equip the bow and move into the center to initiate a cinematic, followed by a boss battle against Quetzalcoatl.

Boss Battle: Quetzalcoatl

Close-Range Abilities: Fire Beam

Long-Range Abilities: Fireball, Super Fireball

Recommended Weapon: Fiend's Bane Bow

Strategy: There are two Quetzalcoatl that attack during this boss battle. Likewise, there are two health gauges at the bottom of the screen. The enemies fly around, moving from close range to long range and occasionally move out of your sight. Focus on one enemy until it is dead to reduce the number of attacks you need to avoid. Shoot two arrows while in the air and use the instant charge to fire a third when you land.

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Fire Beam

From a distance the Quetzalcoatl attack with three consecutive fireballs, similar to the fireballs Flying Demons use. They also use a slow moving larger fireball (Super Fireball) that explodes when it hits the ground. Be cautious when you see the larger fireball heading toward you. The explosion has a deceptively long range and inflicts a significant amount of damage if Hayabusa is too close. Luckily, the enemies telegraph the Super Fireball by holding their heads up to face the sky for several seconds. Take this opportunity to charge an Ultimate technique 2.

Fireball

Super Fireball

At close range, the two Quetzalcoatl use their long range attacks as well as the Fire Beam projectile attack. The Fire Beam is telegraphed in a similar fashion to the Super Fireball and can be easily avoided. The Fire Beam executes relatively quickly, but can be avoided with a well-timed Wind Run to either side.

Flying Demons are summoned periodically throughout the fight. Take them out to avoid bombardment from their fireball and diving attacks.

Chapter 10: The Temple of Sacrifice

Temple of Sacrifice Details

Crystal Skulls: 2
Items: Bone Relief
Boss: Elizébet
Maps: 3

Head over to the Murumasa Shop on the left and replenish your supplies, then continue down the path and take out the numerous Water Demons that attack. When you reach a crevice in the ground, use Shadowless Footsteps on the left wall to cross. If you fall, use the Flying Bird technique to reach the top again. Shortly after the crevice, Half-Dragon Demons attack, followed by another group of Water Demons. Defeat them and continue down the path a little farther. On the right is a small outlet with a container. Open the container to find an Herb of Spiritual Life and continue down the path.

When you come to another crevice, use Unrivaled Soaring on the left wall to cross to the other side. Should you fall, turn around and head to the left to find a hill you can climb to take you back to the area with the container.

Proceed into the open area to battle against several Water Demons and Half-Dragon Demons. Defeat them and head through the small opening and down the next path

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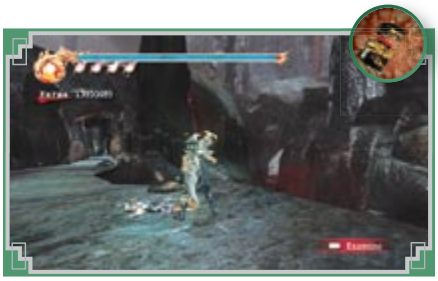
to find an Statue of the Earth Dragon. Save your progress and continue down the path. Multiple Shadow Demon Rasetsus attack as you make your way down the path. Charge an Ultimate technique 2 as you see them approach to get the jump on them when they are within attack range.

Roughly halfway down the path there is a corpse on the left that holds a Devil Way Mushroom.

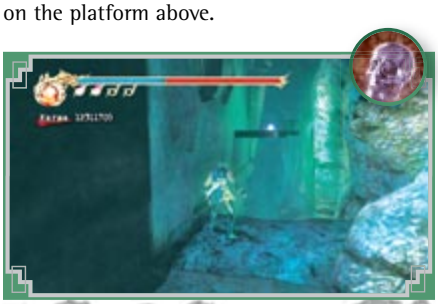
A bit further down is another corpse on the right that holds a Grains of Spiritual Life item.

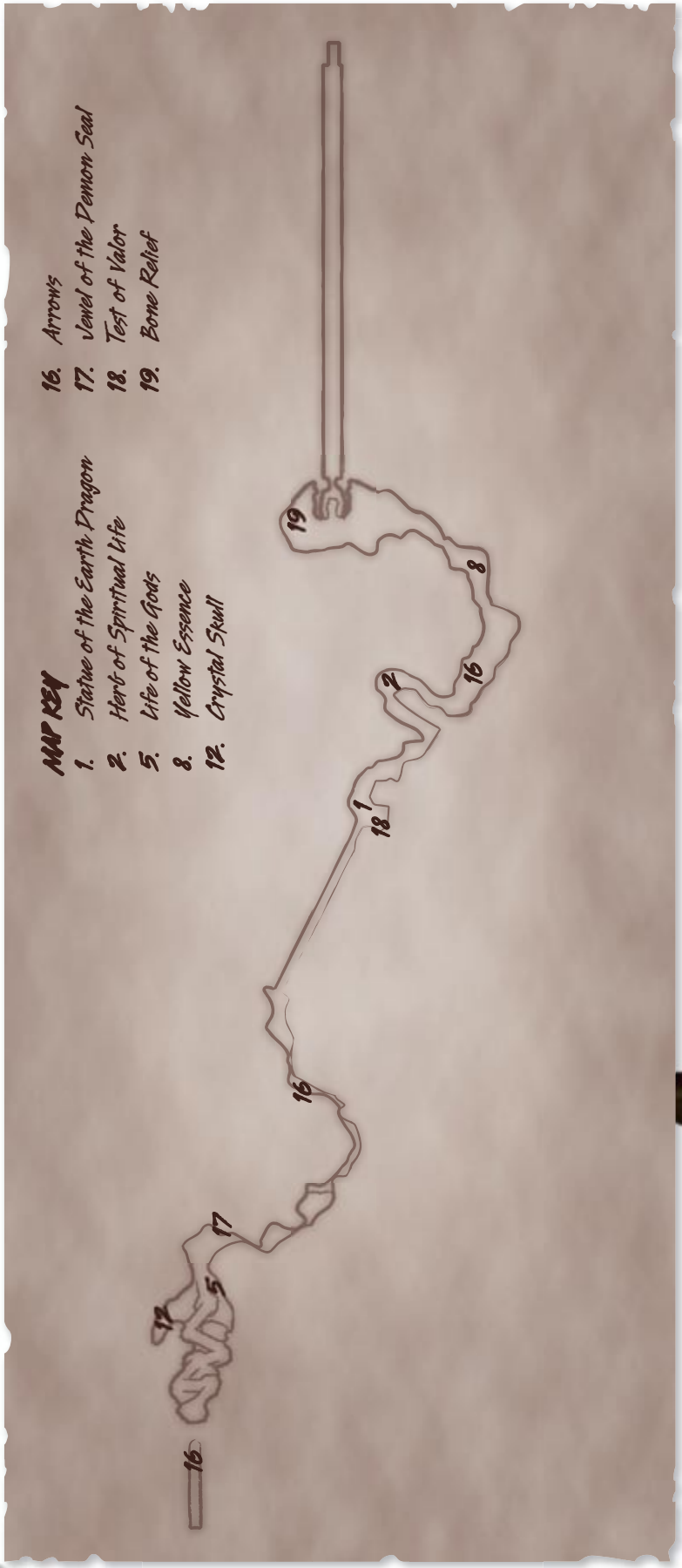


At the end of the path is a cave. Save your progress at the Statue of the Earth Dragon near the entrance and continue through the cave. When you reach the pool of green liquid, several Spiny Fiends and Worms attack. Switch to the Kusari-gama to dispatch of them.

Before you leave the green pool, there is a body on the rocks near the center of the pool on the right. Examine it to replenish your supply of Incendiary Shurikens, then head to the end of the pool and examine the pillar on the left. Use the Flying Bird technique to reach the path above and continue through the cave.

When you reach a crevice, start on the left wall and use the Invisible Path technique to cross to the other side. When you reach the other side, turn around to find a Crystal Skull on the platform above.





Use Shadowless Footsteps on the left wall to reach the Skull, then continue in the direction you were heading to reach another acid pool with Spiny Fiends and Worms. Defeat the enemies and head around the right side of the pool to avoid damage from the acid.

At the end of the path is an open container that is empty. Drop down through the trap door in front of the container and save your progress at the Statue of the Earth Dragon ahead.

Continue forward to initiate a brief cinematic. Once this concludes, head to the corpse in front of you to replenish your supply of arrows. Use the Fiend's Bane Bow to take care of the Flying Demons that attack and continue to the end of the path and down the stairs.

At the bottom of the stairs, make a sharp right turn and open the container at the base of the stairs to find a Life of the Gods item.

Head over to the opposite side of the stairs to find a Crystal Skull.

Continue in the direction you were originally heading and take care of the Water Demons that attack just ahead. There is a large switch on the ground here.

Switch to the Dragon Sword and use the Helmet Splitter (while Jumping Y) to press the switch and lower a cage to the left. Several Water Demons spawn and attack. Take them out and examine the corpse inside the cage to obtain a Jewel of the Demon Seal.

Follow the path to the right until you reach a point where you must jump down to the path below. Jump down and take out the Chainsaw Bazooka Zombies that attack as you continue on your way.

When you get to the next opening, switch to the Fiend's Bane Bow and dispatch of the Flying Fiends that attack. Keep moving down the path and examine the corpse just before the bridge to replenish your arrows.

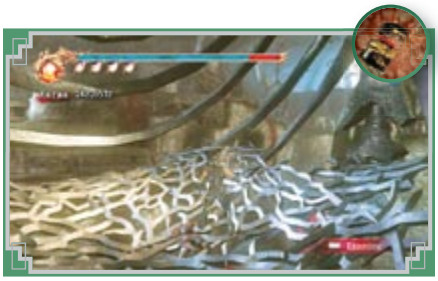
Restock your supplies at the Muramasa Shop just before the bridge. A group of Demon Spawns attack as you approach. Wait for them at the end of the bridge and take them out before you cross. Several Chainsaw Bazooka Zombies attack just before the Statue of the Earth Dragon at the end of the bridge. Switch to the Eclipse Scythe to make quick work of them, and save your progress. Another Test of Valor is located here.

Test of Valor

Enemies: Undead Fish, Water Demons

Reward: Grains of Spiritual Life, Yellow Essence

Continue to the left of the Statue of the Earth Dragon and dispatch of the Water Demons that attack. Head to the end of the path to find another large switch. Press the switch to lower a cage to the left. Defeat the Water Demons that attack, then examine the corpse in the cage to obtain a Grains of Spiritual Life item.



Continue into the tunnel ruins on the left and drop down and continue through the opening at the end. Dispatch of the Chainsaw Bazooka Zombies that attack here and continue onward. Open the container straight ahead to find an Herb of Spiritual Life.

Head across the stones to the left and replenish your arrows at the corpse ahead on the right. Equip the Fiend's Bane Bow as several Flying Fiends attack ahead. Take care of them and proceed forward to engage several Water Demons. Make quick work of them and continue down the path until you reach an area with stones on the ground. Head over to the right side to find a container that holds an Herb of Spiritual Life.

Continue to the left and defeat a few more Water Demons. When you reach the stairs a cinematic is initiated. After the cinematic go past the stairs to find another large switch on the ground. Press the switch to initiate a cinematic followed by a mid-boss battle against Quetzalcoatl.

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Mid-Boss Battle: Quetzalcoatl

Close-Range Abilities: Fire Beam

Long-Range Abilities: Fireball, Super Fireball

Recommended Weapon: Fiend's Bane Bow

Strategy: This battle is very similar to the previous boss battle against two Quetzalcoatl. However, this mid-boss battle is significantly easier due to the fact that there is only one Quetzalcoatl to fight and there are no Flying Demons to aid it. Use the same strategies to defeat this single Quetzalcoatl. Shoot two arrows while in the air and use the instant charge to fire a third when you land.

Fire Beam

From a distance Quetzalcoatl attacks with three consecutive fireballs, similar to the fireballs Flying Demons use. It also uses a slow moving larger fireball (Super Fireball) that explodes when it hits the ground. Be cautious when you see the larger fireball heading toward you. The explosion has a deceptively long range and inflicts a significant amount of damage if Hayabusa is too close. Luckily, it telegraphs the Super Fireball by holding it's head up to face the sky for several seconds. Take this opportunity to charge an Ultimate technique 2.

Fireball

Super Fireball

At close range, Quetzalcoatl uses its long range attacks, as well as the Fire Beam projectile attack. The Fire Beam is telegraphed in a similar fashion to the Super Fireball and can be easily avoided. It executes relatively quickly, but can be avoided with a well-timed Wind Run to either side.

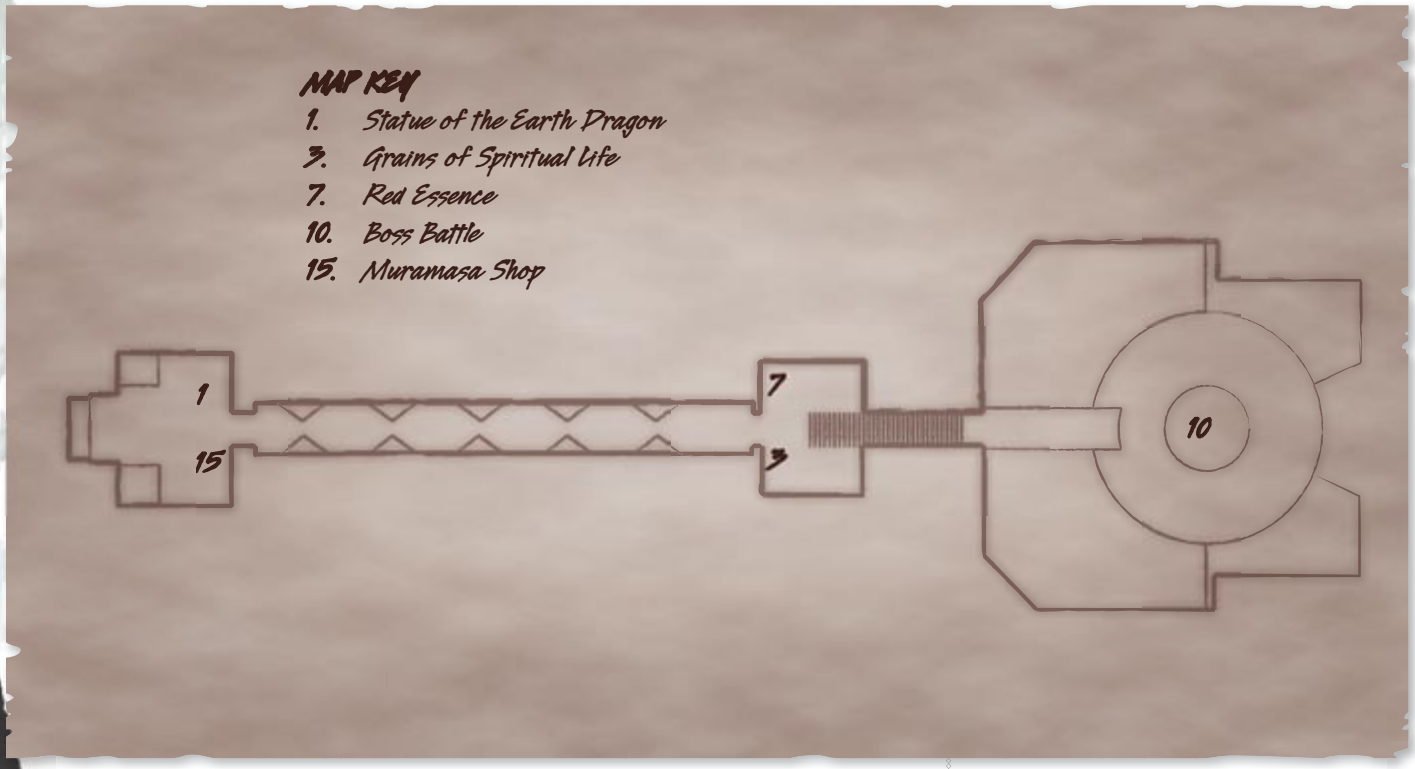
Defeat the Quetzalcoatl and open the container that appears to obtain a Bone Relief. To the right is a corpse that holds an Herb of Spiritual Life. Examine the corpse, then head between the stairs and insert the Bone Relief into the stone wall to lower the door at the top of the stairs.

Go up the stairs to initiate a cinematic. After the cinematic concludes, switch your weapon to the Kusari-gama or Dragon Sword and continue up the stairs. A massive number of Melee Ninjas attack. Use the Kusari-gama or Dragon Sword Strong Attack combos or Ultimate techniques to clear out the enemies as you proceed up the stairs.

When you reach the top, open the container on the right to find a Grains of Spiritual Life item. Head through the opening and down the ramp, then open the door and drop down to the lower section to find a Murumasa Shop and an Statue of the Earth Dragon. Replenish your supplies and save your progress, then head through the large stone door between the shop and the save point.

A group of Demon Spawns and Half-Dragon Demons flood through the door when you open it. Take care of them and proceed through the door and down the ramp.

There are two containers on either side of the room ahead, just as you enter. Open them to find a Grains of Spiritual Life item and Red Essence, then continue up the stairs and through the next stone door to trigger a cinematic followed by a boss battle.



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Boss Battle: Elizébet, Ruler of the Blood, Queen of the Greater Fiends

Close-Range Abilities: Teleport, Tail Stab, Heartbeat

Long-Range Abilities: Flash Dive

Recommended Weapon: Dragon Sword - Level 3

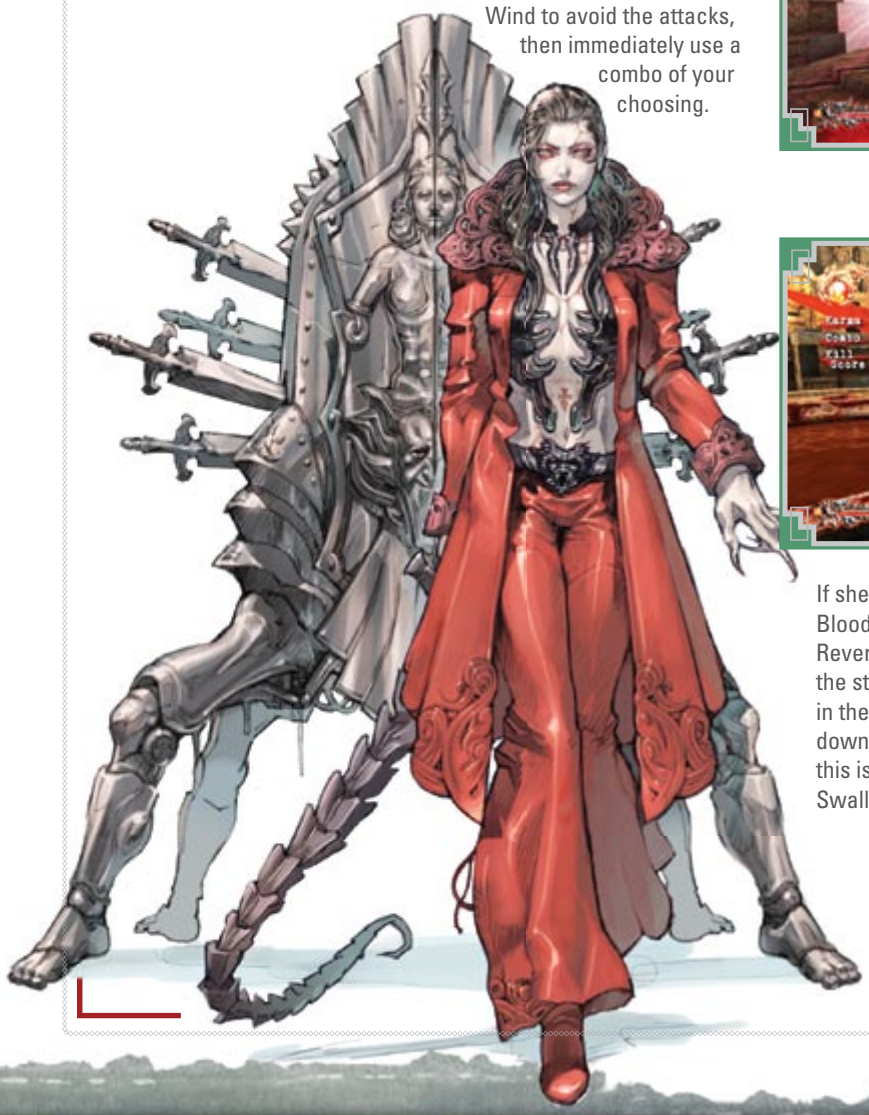
Strategy: Elizébet moves around the room shifting from the ground to the air. From a distance she uses the Flash Dive, which is an extremely fast teleporting attack that inflicts damage if Hayabusa does not block or evade. She telegraphs the attack by letting out a slight hum and shifting her wings into the air when she's aerial.

Flash Dive

At close range, she uses a shorter version of the Flash Dive that acts more like a teleport than an attack. She also summons a heart that floats in mid-air and attacks Hayabusa with a stream of blood. At the end of her attack combos, she also uses a Tail Stab that transitions into a throw. The Tail Stab can be done outside of a combo, but this is rare.

Heartbeat

Use the Dragon Sword or Eclipse Scythe and get as close to Elizébet as you can. Wait for her to initiate a combo and block the first few attacks. When she shifts into a triple tail stab, use Furious Wind to avoid the attacks, then immediately use a combo of your choosing.



Tail Stab

If she gets away from you and uses the Heart Blood attack, continuously run, Wind Run, or Reverse Wind in a constant direction to evade the stream of blood that follows. When she floats in the air, use the Flying Swallow to bring her down and inflict damage. She's very evasive, so this is the only time you should rely on the Flying Swallow.

Chapter 11: A Tempered Gravestone

Tempered Gravestone Details

Crystal Skulls: 3

Items: Jizo Statue Head, Kureha's Room Key, Murumasa's Omusubi

Weapons: True Dragon Sword, Windmill Shuriken, Vigoorian Flail

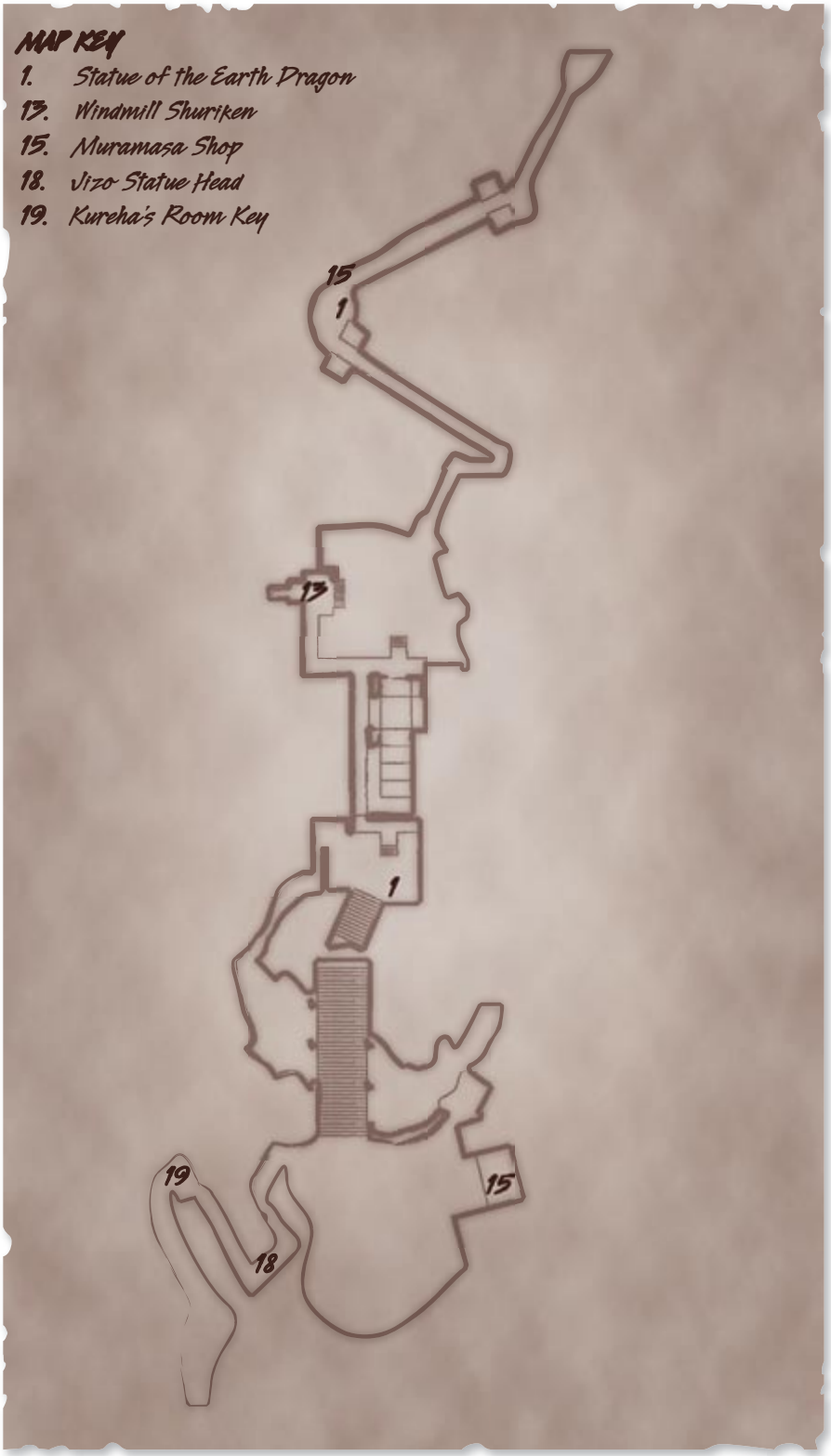
Boss: Genshin

Maps: 5

After you receive the True Dragon Sword from Ayane, head through the opening and slowly move down the stairs. Several Melee Ninjas attack. Head back into the open area and battle them there. Take them out and ease down the stairs. Two Projectile Ninjas await at the bottom and shoot explosive arrows as soon as Hayabusa is in sight. Use Shadowless Footsteps along the right wall and go right into the Divine Flying Swallow (while Jumping Forward L+YYY) to catch the enemies at the bottom off guard.

Dispatch of the enemies and follow the path down the next flight of stairs to engage several more Projectile and Melee Ninjas. Another Projectile Ninja spawns at the top of the stairs behind you, but do not worry about him until you have taken care of the other Ninjas currently attacking.

Take out all of the enemies and head through the opening at the bottom of the ramp on the left and down the next flight of stairs to battle against another batch of Melee Ninjas. Defeat them and leave the Murumasa Shop and Statue of the Earth Dragon alone for now. Down the next flight of stairs are two watchtowers. There are



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Projectile Ninjas at the top of each tower. Use the Flying Bird to scale the towers, then take out the two Projectile Ninjas. Once they're down, head back up to the shop and save point.

Follow the path down the stairs and take out the remaining Melee Ninjas until you reach the next open area. Take care of more Ninjas that attack and examine the door to the building on the right to recall the fact that it used to be Kureha's room.

There is a key ahead that grants access to the room, but for now head over to the building on the left and through the door to find more Ninjas. Dispatch of them and head back outside and down the hallway to the left to find more Projectile and Melee Ninjas.

Defeat them and head around the corner to battle against several more Ninjas. Make quick work of them and save your progress at the Statue of the Earth Dragon. The corpse on the ground to the right replenishes your supply of arrows.

Continue down the stairs to the right and through the door to battle more Ninjas. Dispatch of them and continue across the bridge and through the next door.

Defeat the Ninja Dogs and Projectile Ninjas in the open area and head to the building on the left and examine the door to find that it's firmly shut. Remember this location, as you will come back to it shortly. Continue up the stairs on the opposite side of the area. Just before the last set of stairs, pick up the object on the ground to obtain a Jizo Statue Head.

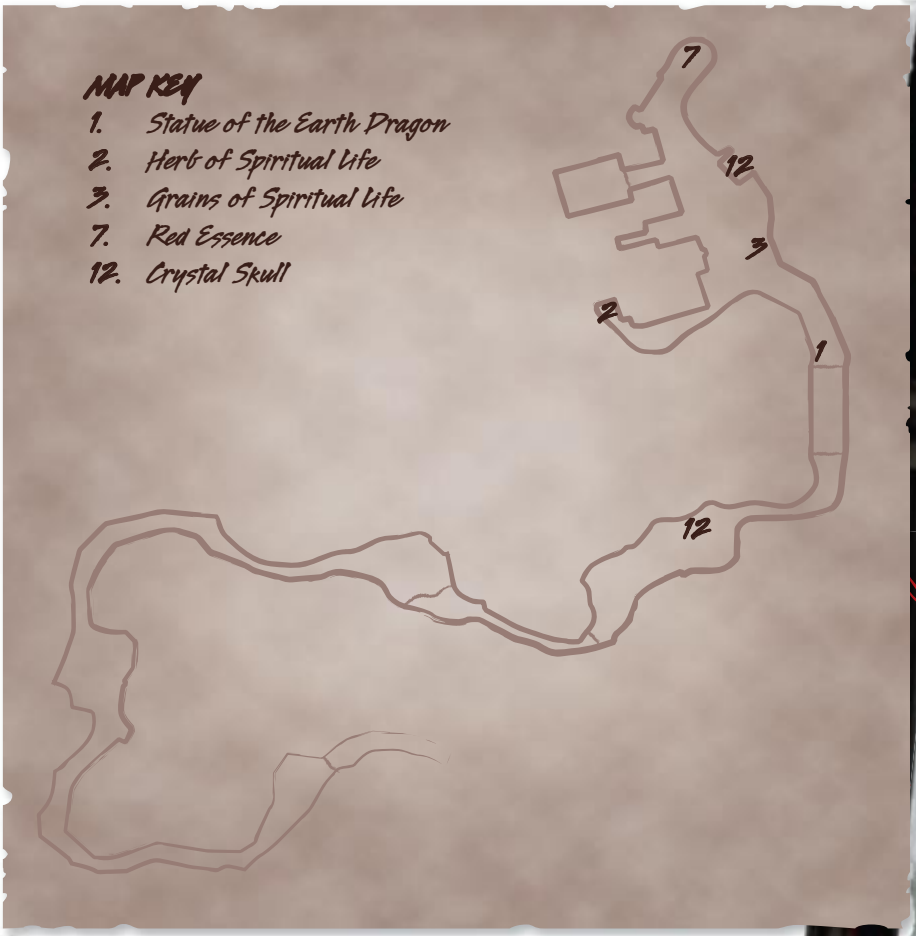
When you reach the top of the stairs, head right and examine Kureha's gravestone at the end of the path to find the key to Kureha's room.

Go back to Kureha's room and use the key to open the door. Open the container directly ahead to obtain a Windmill Shuriken. The other two containers in the room hold Yellow Essence and a Spirit of the Devils item.

Head back to the Statue of the Earth Dragon and save your progress once again. The battle ahead is fiercesome and Ninpo is extremely helpful, so make sure you have a full Ki Gauge and a few Devil Way Mushrooms if possible. Head back to the Murumasa Shop if necessary.

Once you are ready, go back across the bridge to trigger a battle against three Shadow Ninjas and an almost endless number of Melee Ninja. Unlike the last battle against multiple Shadow Ninjas, you do not have time to charge an Ultimate technique. Move to one of the corners of the area to group all three Shadow Ninjas together, trailing behind. Turn and use four consecutive Art of the Inferno Ninpo attacks. This not only takes out many of the Melee Ninjas, but severely weakens the Shadow Ninjas as well. Switch to the Eclipse Scythe and use the Obliteration technique on any remaining Shadow Ninjas, then change to the True Dragon Sword to dispatch of the Melee Ninjas.

Once all of the enemies have been taken care of, head to the previously locked door on the left to find a Murumasa Shop and a container inside. Open the container to find an Herb of Spiritual Life.



Restock your supplies and head up the ladder near the center of the room. Examine the corpse on the second floor to find the history of the Castle of the Dragon, then go out the window and drop down to the ground to fight several Ninjas. Head to the left and through the red gateway to find a container that holds Red Essence.

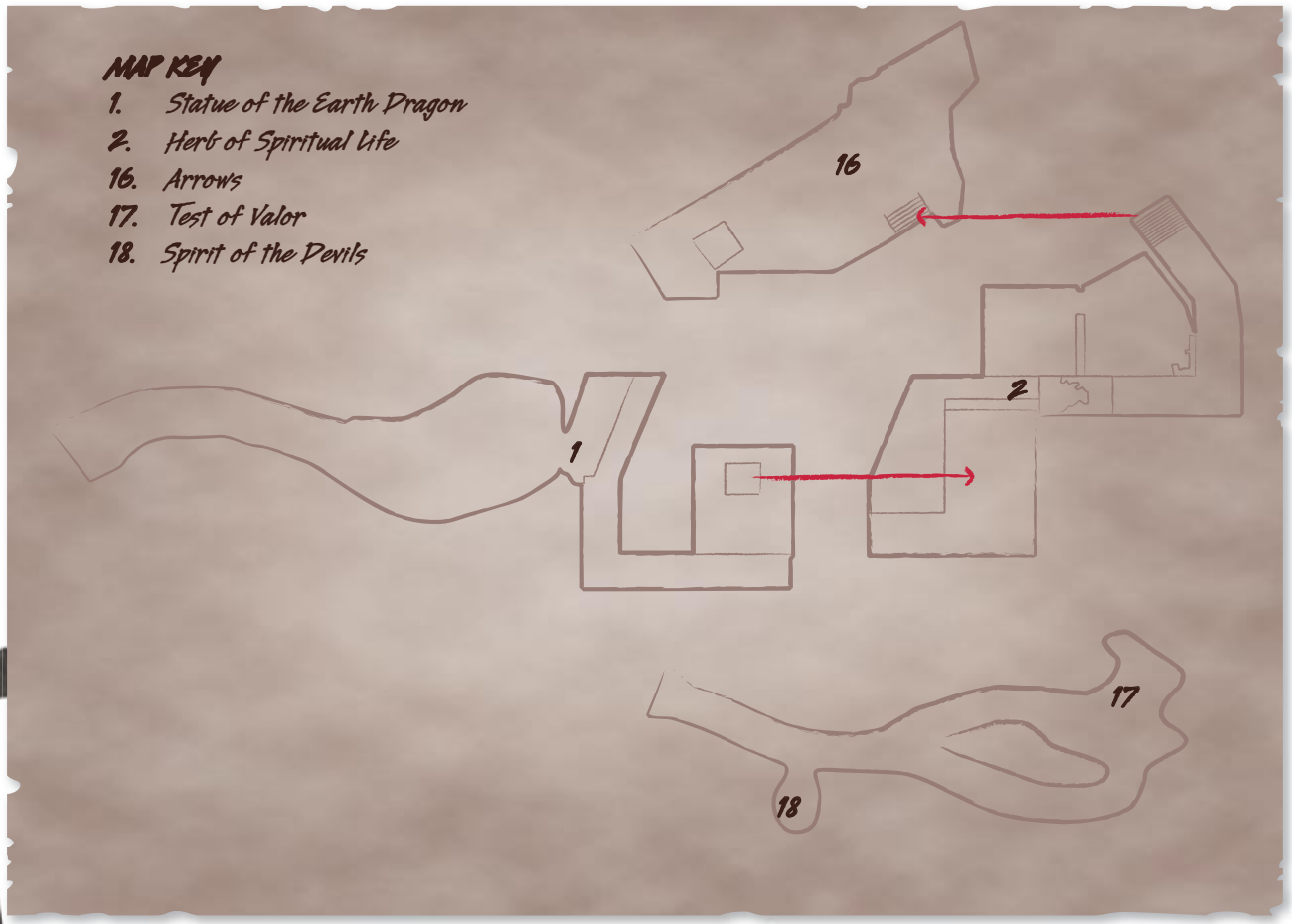
Move to the opposite end of the area and up the hill on the left to find a Crystal Skull in the shack at the top.

Open the container to find a Grains of Spiritual Life item, then head into the alley down the hill on the right. Examine the corpse in the alley to obtain an Herb of Spiritual Life, then continue on to the end of the alley to find a Crystal Skull.

Head through the gateway, defeat another group of Claw Fiends and save your progress at the Statue of the Earth Dragon ahead. Continue across the bridge and take out the Ninjas that attack. Head straight and dive into the water and through the underwater passage dead ahead. Jump out of the water to face several more Ninjas. Defeat them and break open the door to the small shack on the right. Inside is a Crystal Skull.

Grab the Skull and head down the path to face several more Melee Ninjas and a Projectile Ninja. Make your way farther down the path. When you reach the next open area, several Melee Ninjas hide in the tall brush. Take them out and continue down the path to face several Ninpo Ninjas.

Take care of all the enemies and continue down the path to engage one final batch of Melee Ninjas. Dispatch of them and continue on your way to find a cave ahead. When you come out of the cave, several Melee Ninjas attack while two Projectile Ninjas attack from elevated ground ahead. Run to the bottom of the elevated ground and fight the Melee Ninjas there to avoid attacks from the Projectile Ninjas, then climb up and make quick work the Projectile enemies.



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Save your progress and head through the tunnel. On the right, just after the Statue of the Earth Dragon, is a container that holds an Herb of Spiritual Life item.

Continue to the left to find another Test of Valor.

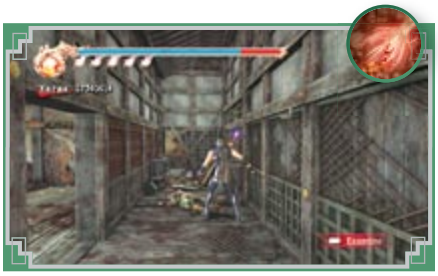
Test of Valor

Enemies: Ninja Dogs, Melee Ninjas

Reward: Lives of the Thousand Gods

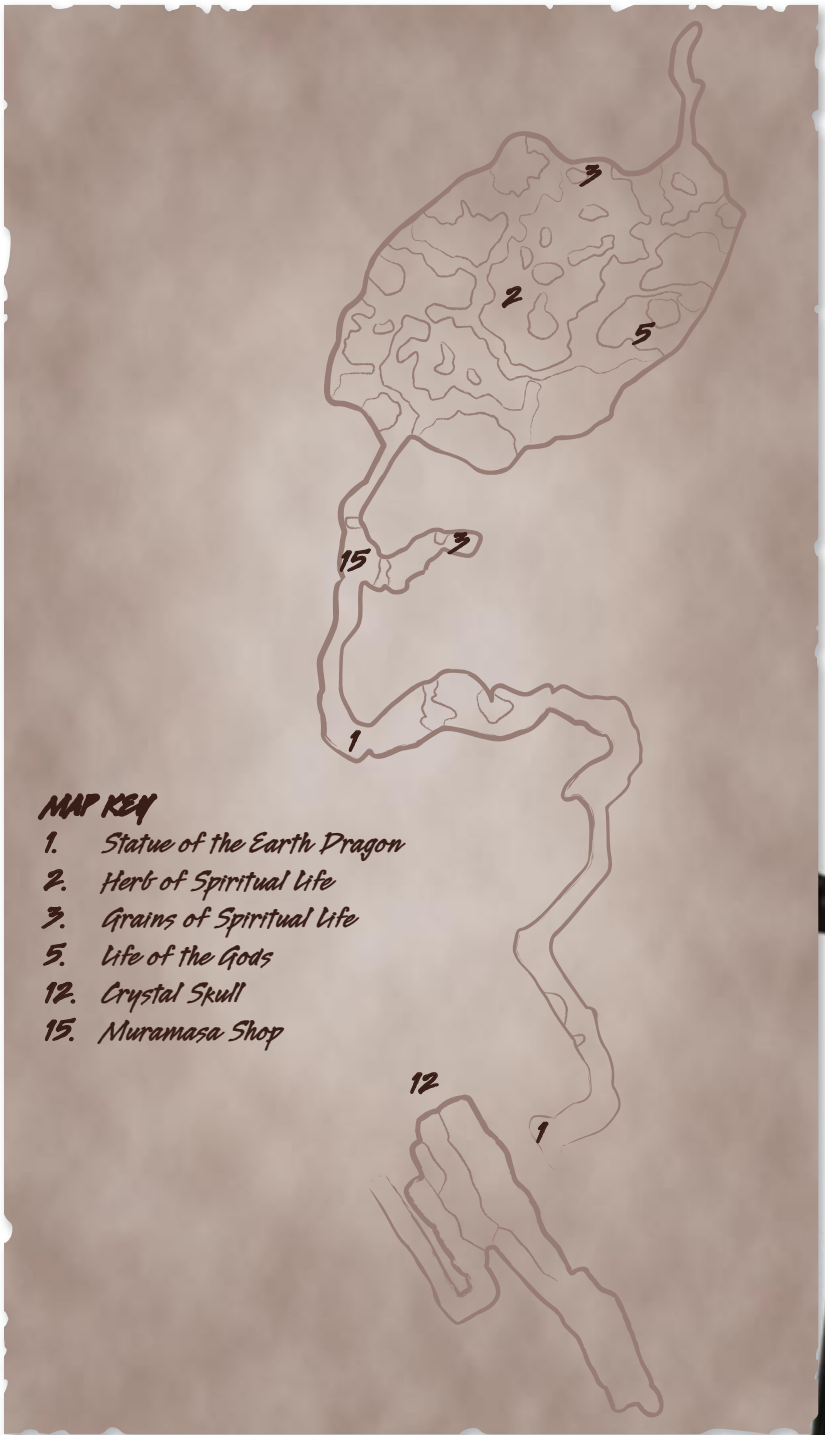
Head back out of the cave and onto the ledge with the Statue of the Earth Dragon. Use the stair-shaped rocks opposite the Statue to make your way to the building above.

Continue up the ramp and take out the enemies that attack as you progress. When you reach the end of the ramp, head into the doorway on the left. Drop down the hole in the floor and dispatch of the Melee Ninjas that attack at the bottom. Head out of the room and take care of the Ninjas that attack as you move through the building. At the end of the next hall is a container.



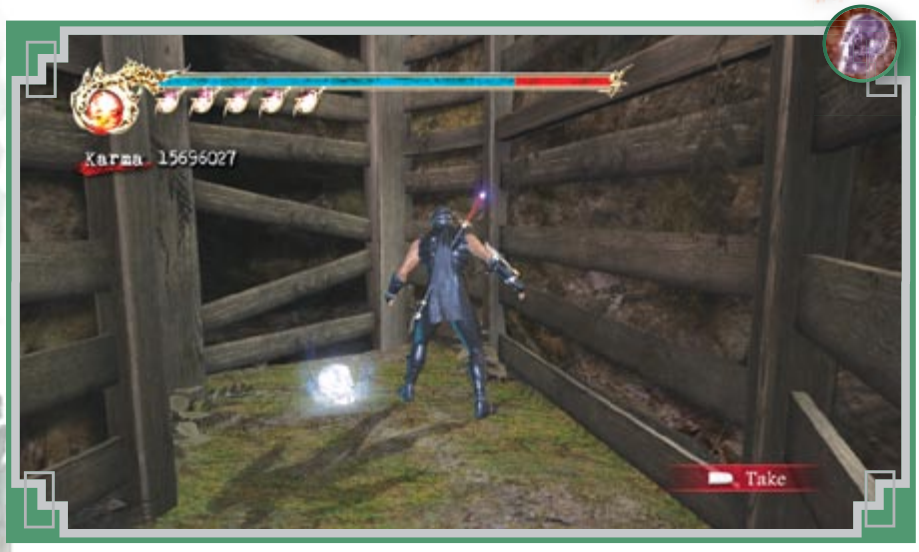
Open it to find a Devil Way Mushroom and head out the doorway to the left to engage more Melee Ninjas. Continue through the building and examine the corpse in the next room to find a Grains of Spiritual Life, then head out of the room and down the stairs.

When you reach the bottom of the stairs, several Melee Ninjas attack. Take them out, replenish your arrows with the corpse on the ground, and jump down the well on the left.



MAP KEY

1. Statue of the Earth Dragon
2. Herb of Spiritual Life
3. Grains of Spiritual Life
5. Life of the Gods
12. Crystal Skull
15. Muramasa Shop



More Ninjas await at the bottom of the well. Take them out and examine the corpse in front of you to find a Life of the Gods item. Follow the tunnel path until you come out into the open. Several Melee Ninjas await across the crevice while more attack from behind. Dispatch of them and drop down to the very bottom of the area. Make quick work of the additional enemies, then head to the far left to find a small opening with a Crystal Skull inside. This is the final Crystal Skull, giving you a total of 30.

Grab the Skull, head out of the opening, and use the Flying Bird technique to scale the wall on the right. Climb up the stones on the right, then up the tree trunk to reach the top again. Use Shadowless Footsteps on the right wall to cross the crevice. Once you are in the tunnel, use the Flying Bird to reach the upper path and continue to the shaft on the left. Use the Flying Bird technique once more to get out of the well.

Head to the right and jump on the rope to make your way across the gorge. Save your progress at the Statue of the Earth Dragon when you reach the other side and continue down the path ahead. More Melee Ninjas lie hidden in the brush. Use the Vigoorian Flail to kick them off the ground and execute an Obliteration technique all in one attack, or use the Kusari-gama or True Dragon Sword to take them down with their wide attack range.

Just ahead are several Projectile Ninjas. Use the Windmill Shuriken from a distance or dodge as you approach and take them out with a melee weapon of your choice. Continue forward to trigger a cinematic with Murumasa.

Save your progress at the Statue of the Earth Dragon ahead when the cinematic comes to a close. Continue forward and take out the Melee and Ninpo Ninjas that attack. When you reach the top of the mountain, a Projectile Ninja awaits. Take him out, then drop down to find more Melee Ninjas near the Murumasa Shop ahead. Restock your supplies and head to the right to find a corpse at the end of the path.

Examine the corpse to find a Grains of Spiritual Life item. Head in the opposite direction, past the shop, and drop down to fight a pack of Ninja Dogs and several Ninjas.

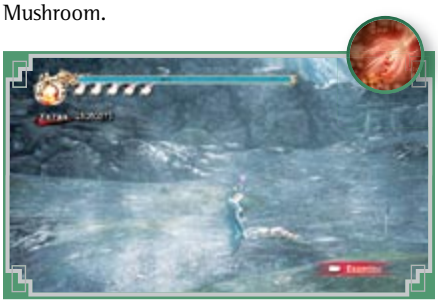
Continue into the center of the area to find a corpse that holds Koshinmaru's Notebook (2).

Head to the end of the area and down the path to the left to battle against several more Melee Ninjas. When you reach the large open area, a horde of Melee Ninjas attack. Take them out, then follow the rock formation that makes up the rightward wall to reach a container that holds an Herb of Spiritual Life and corpse that holds a Life of the Gods item soon after.

Herb of Spiritual Life container.

Life of the Gods corpse.

Head straight into the middle of the area to find a corpse that holds a Devil Way Mushroom.



Continue to the right to the next rock wall to find another corpse with another Devil Way Mushroom item.

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Head through the archway on the left and proceed up the mountain and trigger a cinematic, then a boss battle against Genshin.

Boss Battle: Genshin

Close-Range Abilities: Strong and weak combos, Counter Attack technique, Parry technique

Long-Range Abilities: Ultimate technique, Anti-Air technique, Projectile attack

Recommended Weapon: True Dragon Sword

Strategy: The third battle against Genshin is very similar to the first two. This is once again a battle between two skilled Ninjas.

Genshin uses an Ultimate technique from a distance or from close range, although it is much more frequent when he is at a distance. If he uses the Ultimate technique, immediately use the Reverse Wind to move away from him. From a distance he also throws multiple Flaming Shuriken that ignite if they hit Hayabusa. Stay close to Genshin to limit the use of his Ultimate technique and prevent him from using his projectile attack.

At close range, Genshin can counter or parry Hayabusa's attacks. This includes the first attack from either Ultimate technique, halting them completely. Use your highest-level weapon, with the True Dragon Sword being the weapon of choice. Move in circles around Genshin with the Reverse Wind technique until he attacks. Block his attack or combo, then counterattack with a short combo. Be careful of a counterattack or parry. Should this happen, use the Reverse Wind, then wait for Genshin to attack again.

Do not use the Flying Swallow or any other aerial attacks as Genshin has the ability to counter any aerial attacks Hayabusa uses. There is a chance Genshin's counter will miss, but it is far too risky to rely on. When Genshin reaches approximately 20% health, the battle comes to an end. There is a container behind the pillar on the far side of the room. Use the container to replenish your arrows when you have the chance.

Chapter 12: Quickening Devastation

Quickening Devastation Details

Item: Heart of Malevolent Flame

Enemies: Marionette Demons

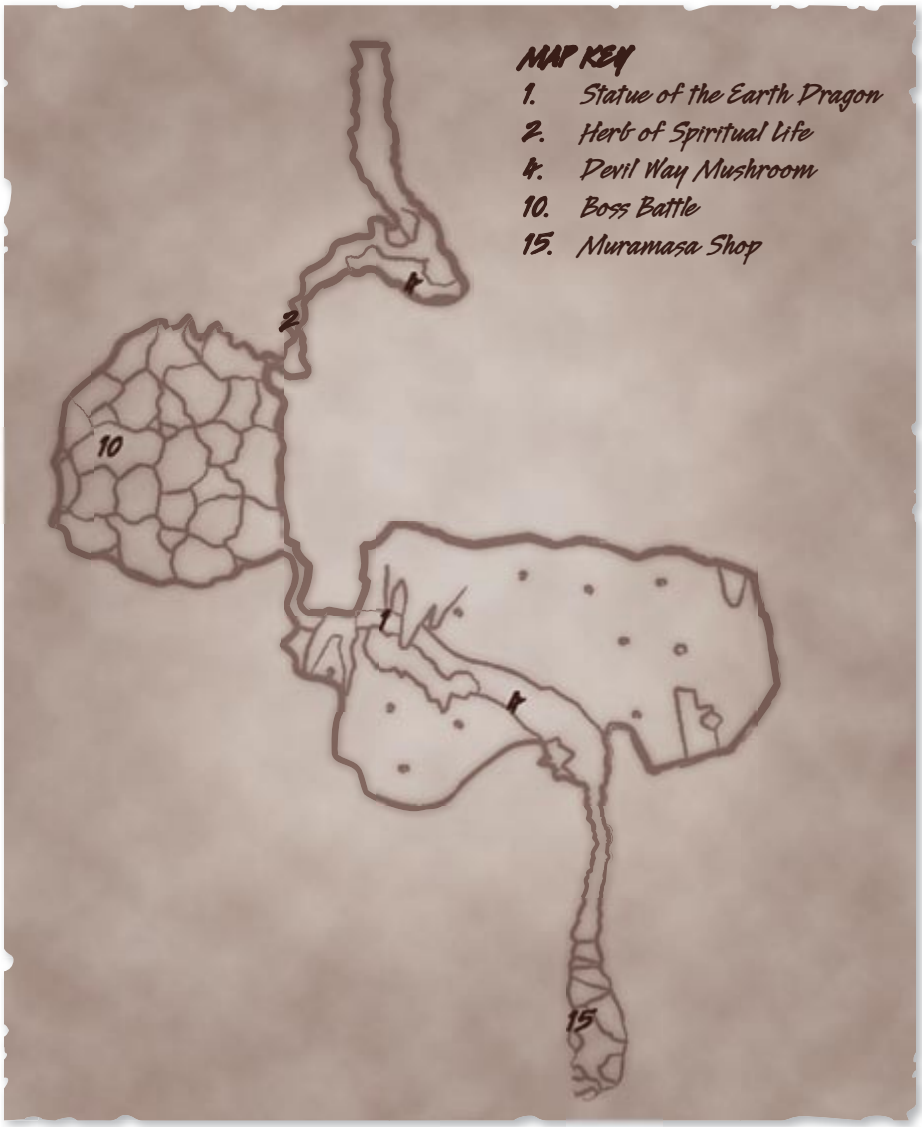
Bosses: Evil Zedonius, Flaming Armadillo

Maps: 3

First Appearance: Marionette Demon

Abilities: Charge Attack, Projectile Attack

Strategy: The Marionette Demons are some of the toughest enemies in the game. Their Projectile Attack cannot be blocked and leaves Hayabusa open to their charge attack that almost always follows and inflicts a significant amount of damage. They also attack in groups, making it even more difficult to avoid the projectile attacks. In addition, their metal bodies make them strong against Hayabusa's weapons. Use the Flying Swallow as much as possible to stay on the move and in the air. This makes it much easier to avoid their projectile attacks. Once their numbers have decreased, either continue with the Flying Swallow technique, or switch to the Eclipse Scythe to inflict as much damage as possible and take them out in fewer attacks.



Head to the Murumasa Shop ahead and restock your supplies. Continue up the stairs to engage several Half-Dragon Demons. There are multiple Flaming Armadillo enemies to the left that continuously launch a barrage of fireballs at you as long as you stay in this area. Quickly dispatch of the demons and continue ahead to face the Melee Ninjas. Take them out and examine the corpse on the left to obtain a Devil Way Mushroom.

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Access the Statue of the Earth Dragon ahead to save your progress and proceed into the open area to trigger a cinematic. After the cinematic a mid-boss battle against the Flaming Armadillo commences. However, this time around there are two of them.

Mid-Boss Battle: Flaming Armadillo

Close-Range Abilities: Body Slam, Kick

Long-Range Abilities: Flame Breath, Armadillo Roll, Meteor Attack

Recommended Weapon: Dragon Sword - Level 3, Fiend's Bane Bow

Strategy: This battle is nearly identical to the previous fight against the Flaming Armadillo. The primary difference is that there are now two Flaming Armadillos instead of one. As soon as the battle begins, pick one of the enemies and run toward it. You do not have to worry about the Flame Breath attack as neither enemy uses it until one has been defeated.

Just like before, the Flaming Armadillos can only be harmed by attacks to the head. Get as close as possible and use the Flying Swallow or any Strong Attack combo to hit its head and stun the enemy. Continuously stun one Flaming Armadillo until it is low on health and lowers its head. At this point, use an Obliteration technique to seal the deal.

Once one is dead, quickly move as close as possible to the other and repeat the same battle strategy. It will uses the Flame Breath if you delay, so make haste. If you find yourself at a distance, stay to the side of the Flaming Armadillo.

Armadillo Roll

Rage

The same precautions apply in this fight, just like the previous Armadillo battle. If you remain directly in front of it, the enemy uses the Flame Breath attack. If you attempt to attack its feet, it uses a kick attack that can be blocked, but it is difficult to see coming. If you stay at close range for too long without attacking the Flaming Armadillo, it raises up on its back legs and uses a Body Slam that inflicts a significant amount of damage. If it rolls up into a ball, continuously use the Wind Run until it returns to its normal state. This is the only way to ensure that you avoid the Armadillo Roll attack.

Meteor Attack

Flame Breath

When the Flaming Armadillo reaches 50% health, it goes into a rage and uses the Meteor Attack and Armadillo Roll much more frequently. The Meteor Attack gives you an opportunity to move in and attack its head. The attack has very low accuracy, but keep an eye on the trajectory of the meteors and use the Wind Run if one is heading toward you.

Once the Flaming Armadillo has been defeated, either through the use of an Obliteration technique or a standard attack, put up your guard and do not drop it until the cinematic begins. The Flaming Armadillo explodes and kills Hayabusa if your guard is not up.

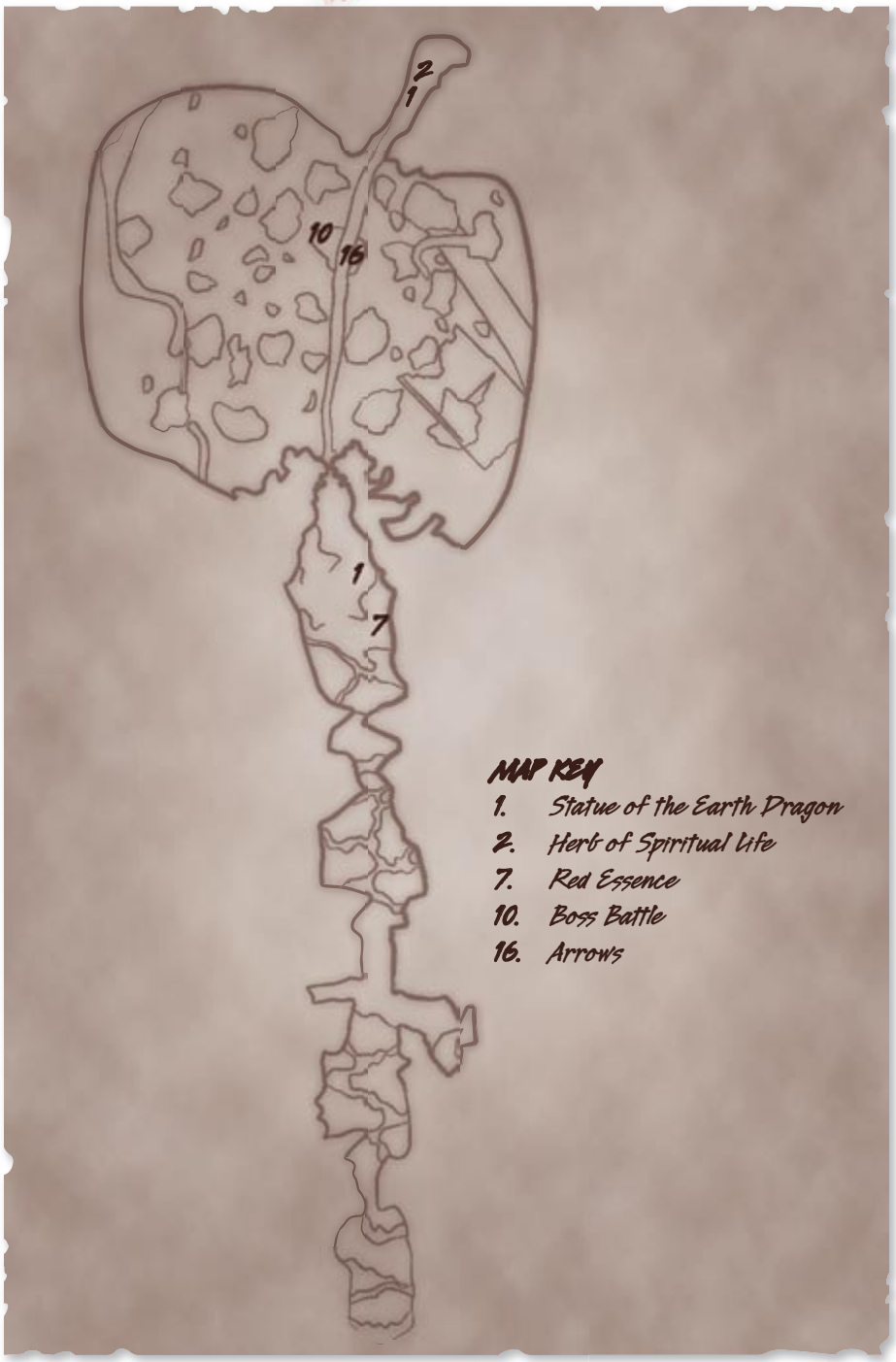
Defeat the two fiends and head through the opening on the far side of the area.

Another cinematic is initiated as soon as you start down the path. After that's over, move forward slightly to find an alcove on the left with a container.

Open the container to find an Herb of Spiritual Life item, then head out of the alcove and proceed to the left to engage several Demon Spawns. Take them down and look to the river of lava to the left to find a container.

Open the container to obtain a Grains of Spiritual Life item, then examine the corpse ahead, just after the burning tree on the right to find Incendiary Shuriken.

Continue down the path to fight a group of Half-Dragon Demons followed by a pack of Mutated Ninja Dogs. There is an Statue of the Earth Dragon ahead on the right where another group of Half-Dragon Demons awaits. Just before the Statue of the Earth Dragon, there is a container on the right that holds Red Essence.



After the save point several Half-Dragon Demons and Dragons attack. Defeat them and drop down to the lower path. Run across the lava to the middle rock formation for a cinematic followed by a mid-boss battle against Evil Zedonius.

NOTE

The lava inflicts damage to Hayabusa, so make your way across as quickly as possible and avoid it during the boss battle.

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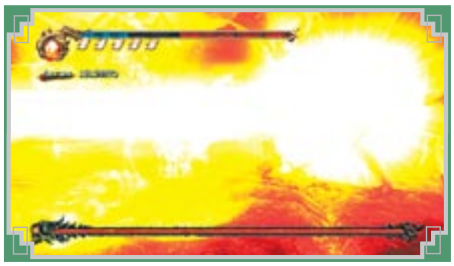
Mid-Boss Battle: Evil Zedonius

Close-Range Abilities: Flame Spire, Unblockable Throw, Fire Eruption, Flame Beam, Flight, Parry, Counter Attack

Long-Range Abilities: Projectile Attack, Fire Stomp

Recommended Weapon: Eclipse Scythe - Level 3

Strategy: The second battle against Zedonius is very similar to the first. The main difference is that you can be knocked into the lava, which not only continuously inflicts damage, but leaves you vulnerable to attack from Zedonius or his Water Demon minions. His only new attack is the Flame Beam, but if you stay on top of Zedonius and constantly attack, he will not use it. If he does initiate the Flame Beam, use the Wind Run to avoid it.



Flame Beam

Stay close to Zedonius to avoid his many long-range attacks. If you stay at a distance Zedonius uses a double fireball projectile attack, a Flame Spire similar to the Flame Column Ninpo Ninjas use, and a Fire Stomp that is difficult to avoid. If you find yourself at a distance, watch Zedonius carefully and be prepared to use the Wind Run technique to avoid his long-range attacks.

Fireball Projectile Attack

At close range use the Reverse Wind and Furious Wind to move in circles around Zedonius. If you have the Eclispe Scythe at Level 3, use the first attack from Immense Raven, followed by three Blood Rain attacks (while Jumping ⓧ,ⓨ,ⓨ,ⓨ). Do not wait for Zedonius to attack, simply use this set of attacks over and over to inflict as much damage as possible in a short period of time.

If you do not have the Eclipse Scythe at Level 3, it is still possible to use this strategy, but the damage is significantly less. Instead, use the Dragon Sword strategy from the previous encounter. You can initiate an attack before Zedonius attacks, but he can parry or counter attack. Wait for him to use an attack combo, but be very careful to avoid the last two attacks. His fist is engulfed in flame during the last two hits of his combos, which stuns Hayabusa and inflicts significant damage even if both attacks are blocked. However, upon dodging these two attacks, Zedonius is vulnerable to a counter attack. This is the best opportunity to attack him.

Flame Spire

Water Demons

Shortly after the fight begins, Zedonius summons several Water Demons to assist him just like the previous battle. Zedonius summons the Water Demons on a regular basis if you defeat them, but they do not constantly respawn. If you can remain focused on Zedonius while the Water Demons are attacking, ignore them. If the Water Demons get in your way, take them out, but do not venture far from Zedonius as he will use his long range attacks.

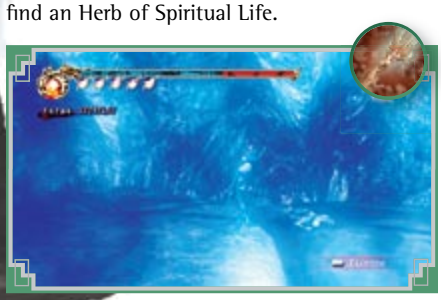
If Zedonius takes flight, use the Flying Swallow to bring him down, or stay directly below him and watch out for the Flame Spire.

Defeat Zedonius and examine the object that appears to obtain the Heart of Malevolent Flame.

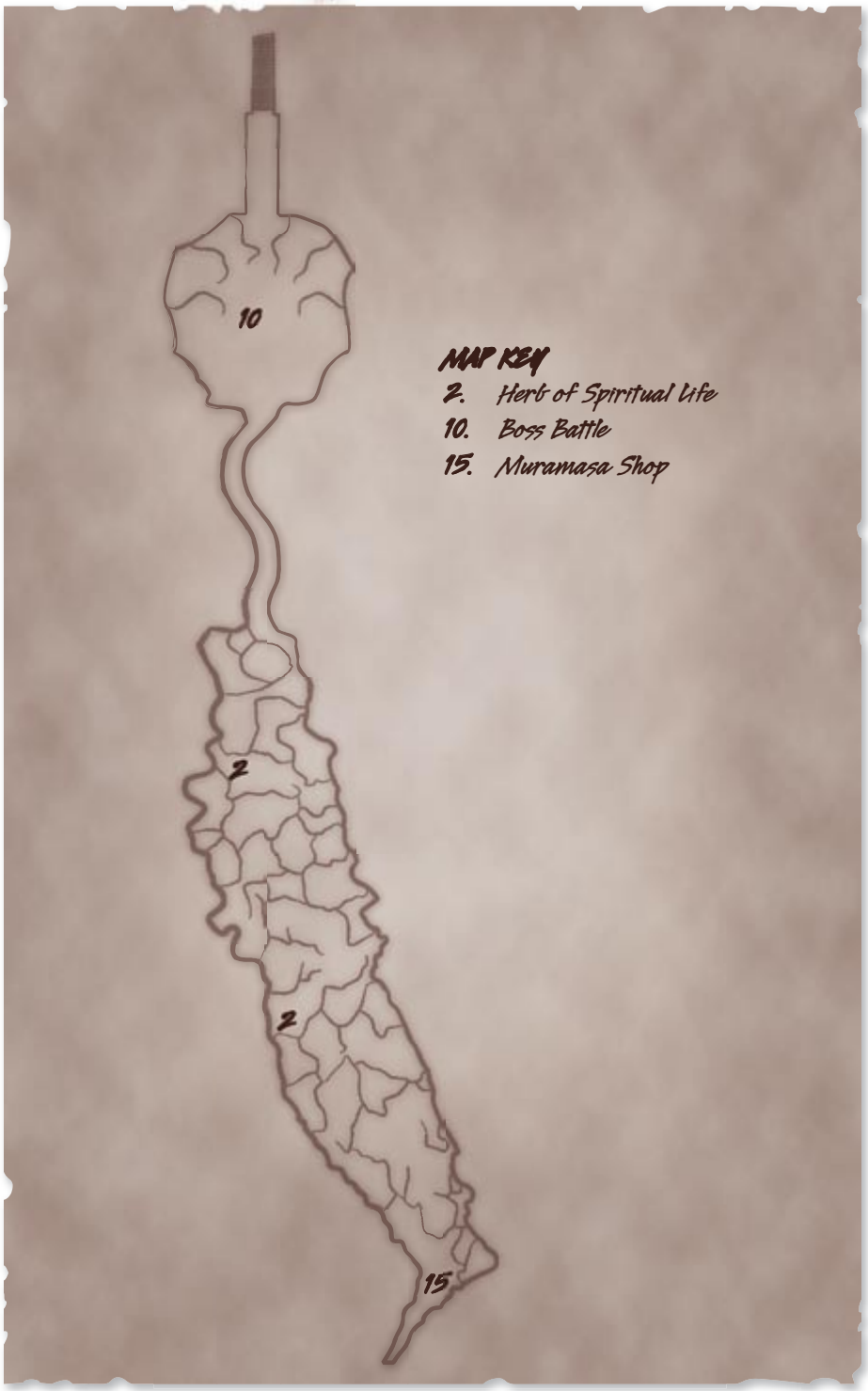
There are several mines in the lava ahead and a corpse behind you near the end of the platform. Examine the corpse to replenish your arrows, then quickly take out the mines with the Fiend's Bane Bow. The mines respawn after a short time, so you must run across the lava quickly.

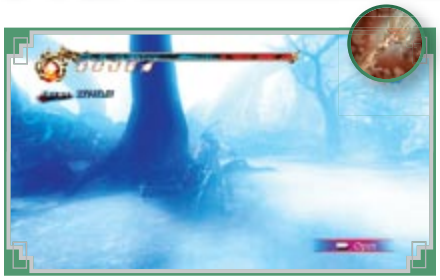
Continue forward through the small opening to find another Statue of the Earth Dragon. Save your progress and continue forward to find a container on the left.

Open the container to obtain an Herb of Spiritual Life, then continue into the clearing to find a Murumasa Shop. Replenish your supplies and proceed through the forest. A horde of Marionette Demons attack. Use the Eclipse Scythe to take care of them and head down the left side of the forest to find a corpse halfway down. Examine the corpse to find an Herb of Spiritual Life.



Continue down the left side to find a container near the end of the forest with another Herb of Spiritual Life.





Take the path at the end of the forest to trigger a cinematic followed by a boss battle against the Beastmen leader.

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Mid-Boss Battle: Evil Volf

Close-Range Abilities: Unblockable Scythe Combos, Unblockable Throw

Long-Range Abilities: Unblockable Charge

Recommended Weapon: Eclipse Scythe - Level 3

Strategy: While there are many similarities between this battle against Volf and the previous one, there are also a number of differences. Volf battles with a herd of Centaurs that continuously circle and attack Hayabusa. There are too many Centaur to take them out before focusing on Volf, and even if you do manage to defeat them all, they simply respawn.

Head directly toward Volf, paying close attention to the Centaurs. When you reach Volf, use the first attack from Immense Raven, followed by three Blood Rain attacks (while Jumping Ⓧ,Ⓨ,Ⓨ,Ⓨ). This is the best combo to inflict significant damage to Volf. If every attack connects, it should only take 4-5 attacks to bring Volf down.

If any Centaurs close in, put your guard up and watch out for attacks from behind. The Centaurs have a throw that can only be blocked from the front. This throw does significant damage and knocks Hayabusa away from Volf, out into the open where he is vulnerable to attacks from the other Centaurs. If a Centaur closes in from behind, use the Wind Run to avoid their attacks. This also works against the Centaurs' projectile attacks.

When Volf initates his combo attacks, stay out of his attack range and close in with a Wind Run followed by the previously mentioned combos. Volf no longer uses the Unblockable Charge, so all you need to worry about are his Scythe combos and his throw from close range. Move out of his attack range as soon as he begins his combos and you will avoid both.

From a distance, Volf slams his Scythe to the ground, which causes a shockwave similar to the Centaur's projectile attack. Use the Wind Run again to avoid this attack, as you still take damage if you attempt to block it.

Chapter 13: The Underworld Abyss

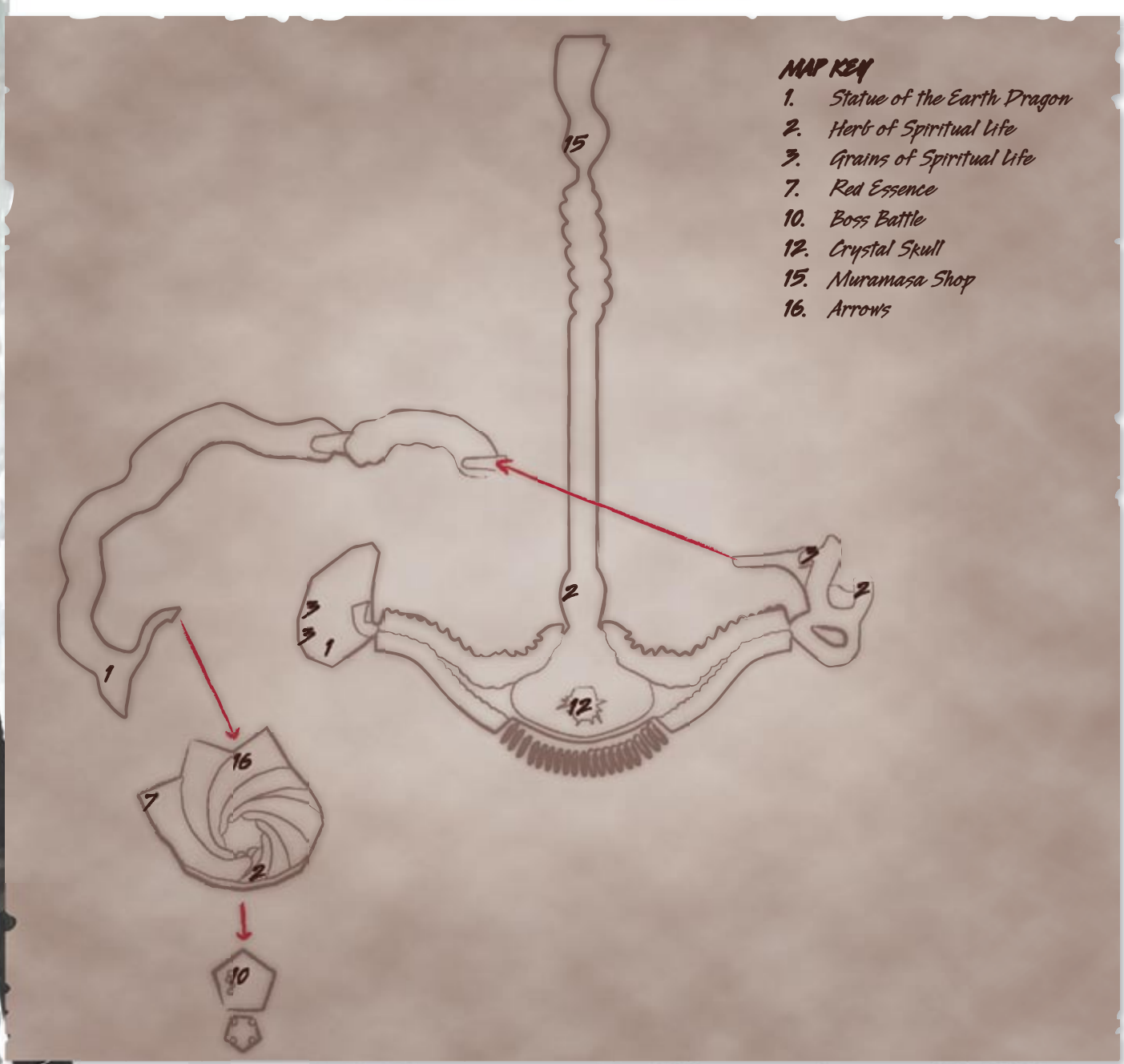
Underworld Abyss Details

Items: Giant Crystal Skull, Heart of Bestial Storm

Boss: Evil Alexei

Maps: 1

Defeat Volf and examine his body to obtain the Heart of Bestial Storm.



Proceed down the path ahead to find a Murumasa Shop on the left. There are several difficult battles ahead, so make sure you completely replenish all of your supplies. Continue down the path and up the stairs to trigger a cinematic.

After the cinematic concludes, take down a horde of Marionette Demons and continue down the path and through the door at the end. Several more Marionette Demons attack in the next hall. Make quick work of them and proceed toward the next door for another cinematic. Continue through the door to battle against several Chainsaw Bazooka Zombies. Defeat them and head through the next door to fight several Half-Dragon Demons. Examine the corpse on the right in the last hall to obtain an Herb of Spiritual Life.

Head toward the giant Crystal Skull ahead to spawn several Centaurs. Switch to the Kusari-gama to use Ultimate Guidance to make quick work of them. Once they have been dispatched, grab the giant Crystal Skull and head to the right down the next hallway.

Equip the Kusari-gama and head through the opening at the end of the hall. A group of Bone Scorpions attacks. Dispatch of them and open the container near the entrance to obtain an Herb of Spiritual Life. Head to the far end of the room to find two more containers and an Statue of the Earth Dragon. Open the container on the left to find a Grains of Spiritual Life item and save your progress.

KARMA TIP

The container on the right holds Undead Fish if you wish to maximize your Karma score.

Turn around and head through the small opening on the right and up the ramp to reach the room you just came from. Defeat a group of enemies and head down to the opposite end of the hall and through the next small opening.

There are several sacks in the next area. These sacks house various enemies and must be destroyed if you wish to continue on your way. Most of the sacks contain Melee Ninjas, with the exception of the sack directly to the right as you enter and the sack down the left hallway. Both of these sacks contain Shadow Ninja enemies. As you take out the sacks and enemies, head straight and to the right to find a corpse that holds an Herb of Spiritual Life.

Down the far left hallway is another corpse that holds a Devil Way Mushroom item.

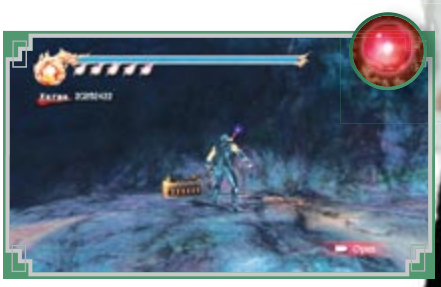
Destroy all of the sacks and examine both corpses. From the entrance, head straight, then to the right, then take two left turns to reach the path you should be on.

Slide down a small hill to end up on the lower level surrounded by more sacks. Take out the sack behind you and the Melee Ninjas inside. All of the sacks ahead contain Melee Ninjas except the last sack which houses another Shadow Ninja. Take them out, but be careful not to open multiple sacks at a time to limit the number of enemies that attack simultaneously.

Continue down the next small hill to another hallway filled with sacks. The first two sets of sacks house Melee Ninjas, except the last sack which contains another Shadow Ninja. The next set contains Melee Ninjas in all but the last sack which holds a final Shadow Ninja.

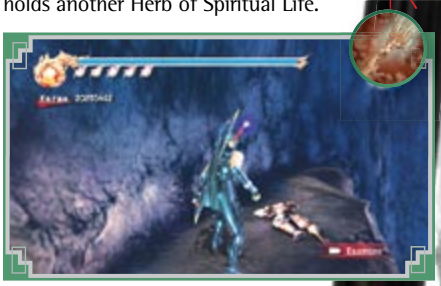
Proceed down the hallway and to the right to find a save point. Save your progress and examine the corpse behind the Statue of the Earth Dragon to replenish your arrows..

Equip the Fiend's Bane Bow and head in the opposite direction to the opening on the right. Take down the Flying Fiends that attack in the next open area, then head to the left to find a container against the wall.



Open the container to find Red Essence, then continue along the left wall to find another container that holds an Herb of Spiritual Life.

Follow the left wall all the way around to the end to find a corpse that holds another Herb of Spiritual Life.



Jump down to the bottom of the area to trigger another cinematic followed by a boss battle against Evil Alexei.

Boss Battle: Evil Alexei

Close Range Abilities: Basic Combos, Lighting Sphere, Lightning Fusion

Long Range Abilities: Projectile Attack, Whirlwind Spin, Long-Range Throw, Lightning Strike

Recommended Weapons: Dragon Sword - Level 3

Strategy: Alexei is now at full power, which makes this battle more difficult than the last time you fought him. His projectile attacks are still very difficult to avoid and he uses them in conjunction with an unblockable throw quite frequently. Stay as close to Alexei as possible to prevent him from using a volley of lightning projectile attacks, Lightning Strike attacks, and his extremely damaging long-range throw attack.

Long-Range Throw

Projectile Attack

Use the Flying Swallow continuously to keep Alexei at bay. He blocks many of your attacks, but keep alternating between the Flying Swallow and the Wind Run until it connects. Alexei takes a knee once the Flying Swallow hits him. At this point, run up and use a combo of your choice until he stands again. As soon as he stands, jump to move away and return to the previous strategy. If you stay close to him after he raises from taking a kneel, he uses an unblockable throw or the Lightning Fusion attack. Both are deadly at close range, so you must move away.

When Alexei takes flight, use the Flying Swallow to bring him down. If he simply jumps into the air, quickly jump away or use the Reverse Wind to get out of his attack range. This is the indicator that the Lightning Sphere is about to be used. This cannot be blocked, so you must get out of its range.

If Alexei uses the Whirlwind Spin, charge an Ultimate technique to avoid the attack and stay close to him to avoid a follow-up projectile attack. You can also use the Wind Run, but that generally puts you at a distance when this attack is over. The Ultimate technique overrides any attack Alexei is attempting to use, including his Whirlwind Spin attack and throws, so be prepared to use the instant charge upon landing from a Flying Swallow if you see Alexei going into the Whirlwind Spin.

Lightning Strike

Lightning Sphere

Whirlwind Spin

Lightning Fusion

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Chapter 14: Poisoned Blood

Poisoned Blood Details

Items: Heart of Azure Lightning, Heart of Crimson Blood

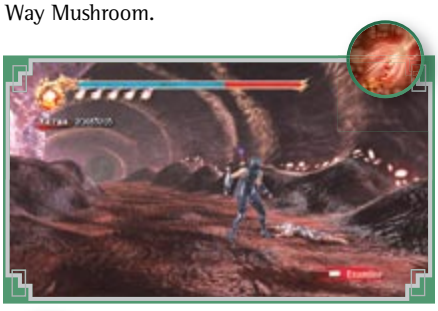
Weapons: Blade of the Archfiend

Boss: Evil Genshin, Evil Elizébet, Dagra Dai, Archfiend

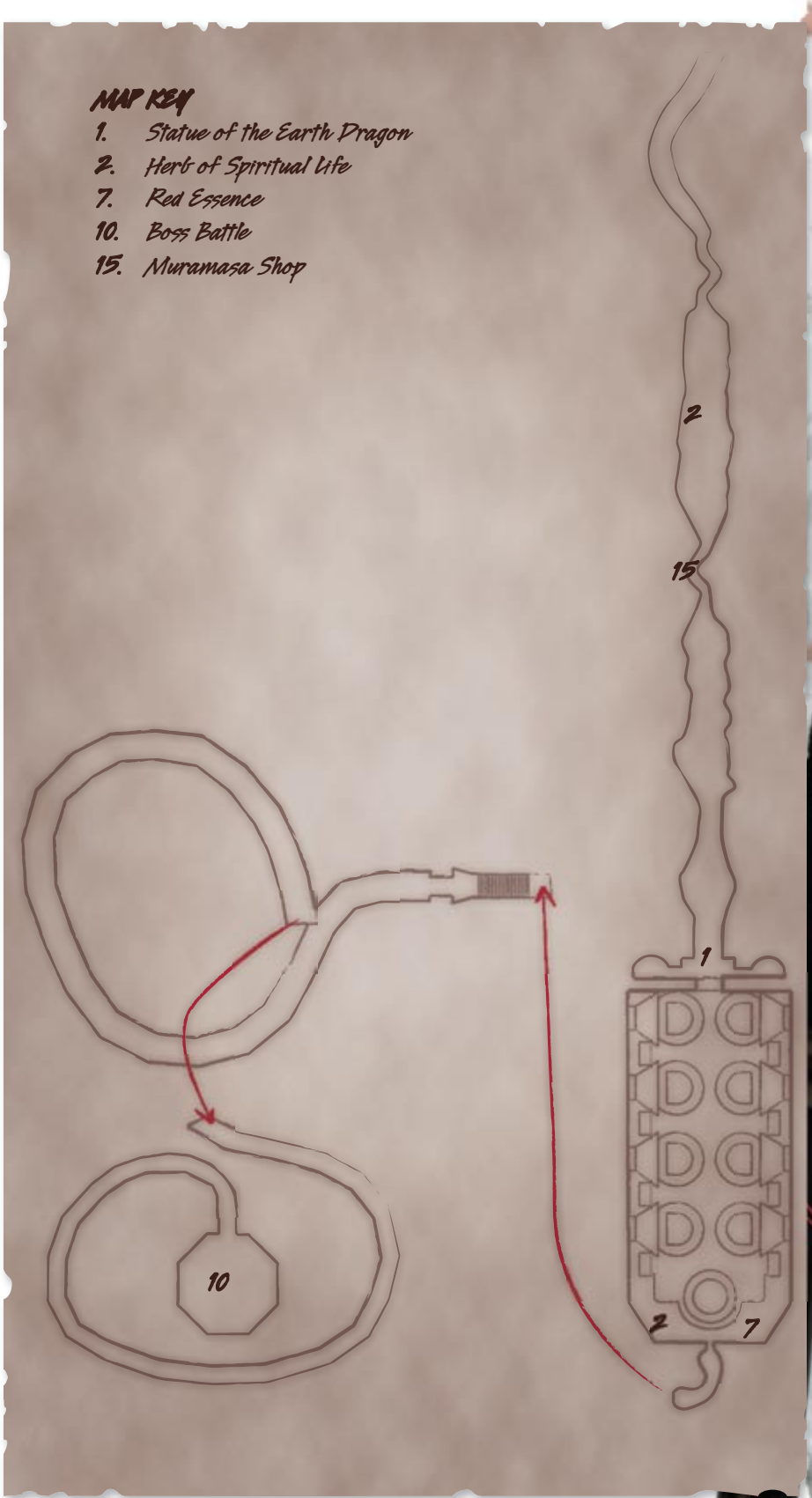
Maps: 1

Examine the object in front of you to obtain the Heart of Azure Lightning, then head through the opening at the end of the path ahead.

Several Marionette Demons attack. Defeat them and examine the corpse on the right, roughly halfway down the hall, to find a Devil Way Mushroom.



Continue through the next opening to find a Murumasa Shop on the left. Replenish your supplies and continue down the hall and through the next opening. Down the next hall are several Centaurs. Take them down and proceed through the hall to find a corpse on the left that replenishes your



arrows and a corpse on the right that holds a Devil Way Mushroom. Head to the end of the hall and through the next opening to find an Statue of the Earth Dragon. Save your progress and continue to the left into the next hall.

There is a pool of blood water directly ahead. Slowly swim forward to spawn several Blood Eels. Switch to the Gatling Spear Gun and head back to the beginning of the pool with your back to the entrance and take them out. Run across to the opposite side and head to the right to find a corpse. Examine the corpse to find an Herb of Spiritual Life. On the opposite side is a container that holds Red Essence. Grab both items and head to the door in the middle.

Run into the middle of the next room to initiate a cinematic followed by a mid-boss battle against Genshin.

Mid-Boss Battle: Evil Genshin

Close Range Abilities: Strong and weak combos, Counter Attack technique, Parry technique

Long Range Abilities: Ultimate technique, Anti-Air technique

Recommended Weapon: Dragon Sword - Level 3

Strategy: This is the fourth and final battle against Genshin. It is very similar to the first three fights and requires the same strategy.

Genshin uses an Ultimate technique from a distance or from close range, although it is much more frequent when he is at a distance. If he uses the Ultimate technique, immediately use the Reverse Wind to move away from him. Stay close to Genshin to limit the use of his Ultimate technique.

At close range, Genshin can counter or parry Hayabusa's attacks. This includes the first attack from either Ultimate technique, halting them completely. Use your highest-level weapon, with the Dragon Sword being the weapon of choice. Move in circles around Genshin with the Reverse Wind technique until he attacks. Block his attack or combo, then counter attack with a short combo. Be careful of a counter attack or parry. Should this happen, use the Reverse Wind, then wait for Genshin to attack again. If Genshin jumps back when you begin an attack, cease your attack immediately to avoid a counter attack.

Do not use the Flying Swallow or any other aerial attacks as Genshin has the ability to counter any aerial attacks Hayabusa uses. There is a chance Genshin's counter will miss, but it is far too risky to rely on.

After Genshin has been defeated, you obtain the Blade of the Archfiend and a battle against Elizébet ensues.

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Mid-Boss Battle: Evil Elizébet

Close Range Abilities: Teleport, Tail Stab, Heartbeat

Long Range Abilities: Flash Dive

Recommended Weapon: Blade of the Archfiend

Strategy: This battle is identical to the previous fight against Elizébet. She moves around the room shifting from the ground to the air. From a distance she uses the Flash Dive, which is an extremely fast teleporting attack that inflicts damage if Hayabusa does not block or evade. She does not telegraph the attack this time around, so be cautious any time she takes flight.

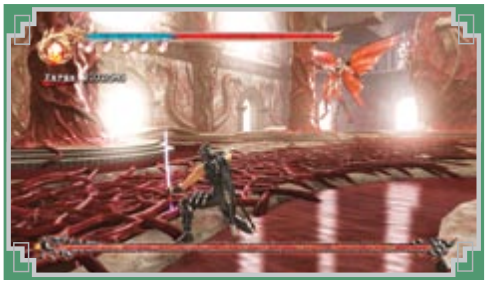
At close range, she uses a shorter version of the Flash Dive that acts more like a teleport than an attack. She also summons a heart that floats in mid-air and attacks Hayabusa with a stream of blood. At the end of her attack combos, she also uses a Tail Stab that transitions into a throw. The Tail Stab can be done outside of a combo, but this is rare.

Flash Dive

Heartbeat

Use the Blade of the Archfiend and get as close to Elizébet as you can. Wait for her to initiate a combo and block the first few attacks. When she shifts into a triple tail stab, use Furious Wind to avoid the attacks, then immediately use a combo of your choosing.

If she gets away from you and uses the Heart Blood attack, continuously run, Wind Run, or Reverse Wind in a constant direction to evade the stream of blood that follows. When she floats in the air, use the Flying Swallow to bring her down and inflict damage. She's very evasive, so this is the only time you should rely on the Flying Swallow.



Once the two mid-bosses have been defeated, head to the object toward the end of the room on the right. Examine it to obtain the Heart of Crimson Blood.

Head to the large glowing sphere at the end of the room to reach a room with an Statue of the Earth Dragon and a Murumasa Shop.

Replenish your supplies to full and save your progress, then open the container between the Statue of the Earth Dragon and Muramasa Shop to obtain an Herb of Spiritual Life.

Head toward the door at the end of the room to trigger a cinematic. Once you are through the door, head down the hallway to fight against several Demon Spawns and Half-Dragon Demons. Continue down the hall to trigger another cinematic. After the cinematic, several more Demon Spawns attack. Make quick work of them and continue to the end of the path for another cinematic followed by a mid-boss battle against Dagra Dai.

Mid-Boss Battle: Dagra Dai

Close Range Abilities: Demon Spire, Tentacle Stab

Long Range Abilities: Lightning Bolt

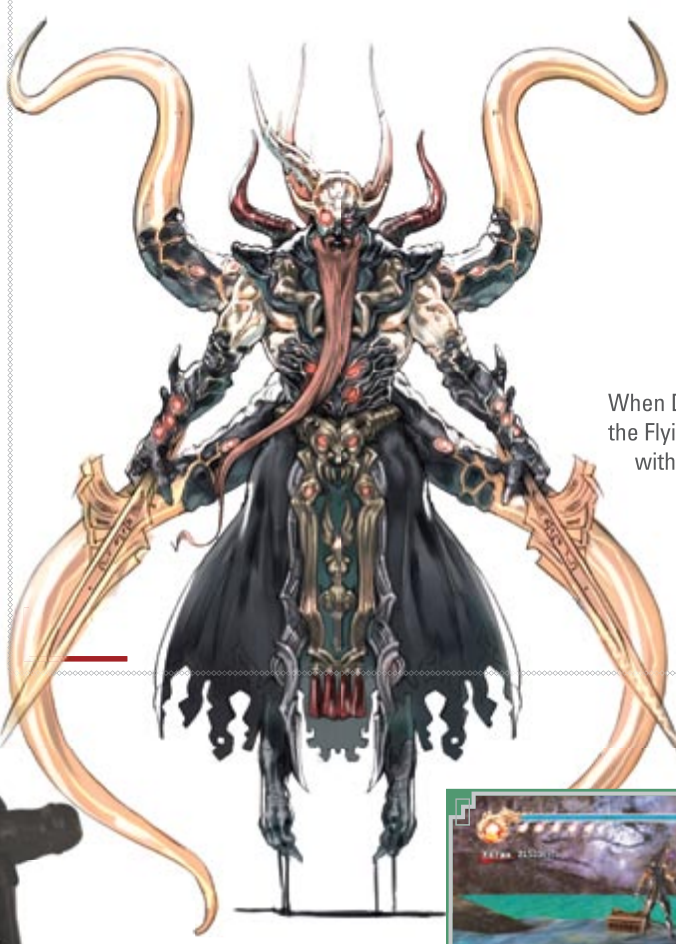
Recommended Weapon: True Dragon Sword

Strategy: Dagra Dai stays in the air throughout most of the fight and has effective long range and short range attacks. He also summons Demon Spawns to aid him throughout the battle. Many of Dagra Dai's attacks are difficult to avoid no matter the distance. Use the Demon Spawns to shield Hayabusa from Dagra Dai's attack by severing a limb and leaving them vulnerable to an Obliteration technique. As soon as Dagra Dai uses the Lightning Bolt or Demon Spire, use an Obliteration technique to avoid the attack. As an alternative, use the Wind Run into Flying Swallow to evade some of Dagra Dai's attacks, however this strategy leaves Hayabusa more vulnerable.

Tentacle Stab

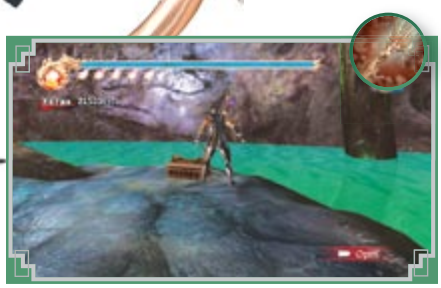
Demon Spire

If there are no Demon Spawns to make use of when Dagra Dai attacks, use the Wind Run and Reverse Wind to evade his attacks, coupled with the Flying Swallow. At most angles the Flying Swallow works well to evade Dagra Dai's **attacks.**



Lightning Bolt

When Dagra Dai floats into the air and remains stationary, out of reach of the Flying Swallow, charge an Ultimate technique. If he comes back down without attacking, immediately use an Ultimate technique.



Head over to the container at the bottom of the vine-like path to obtain an Herb of Spiritual Life.

Make your way up the path for another cinematic, followed by a battle against the Archfiend, then a second battle.

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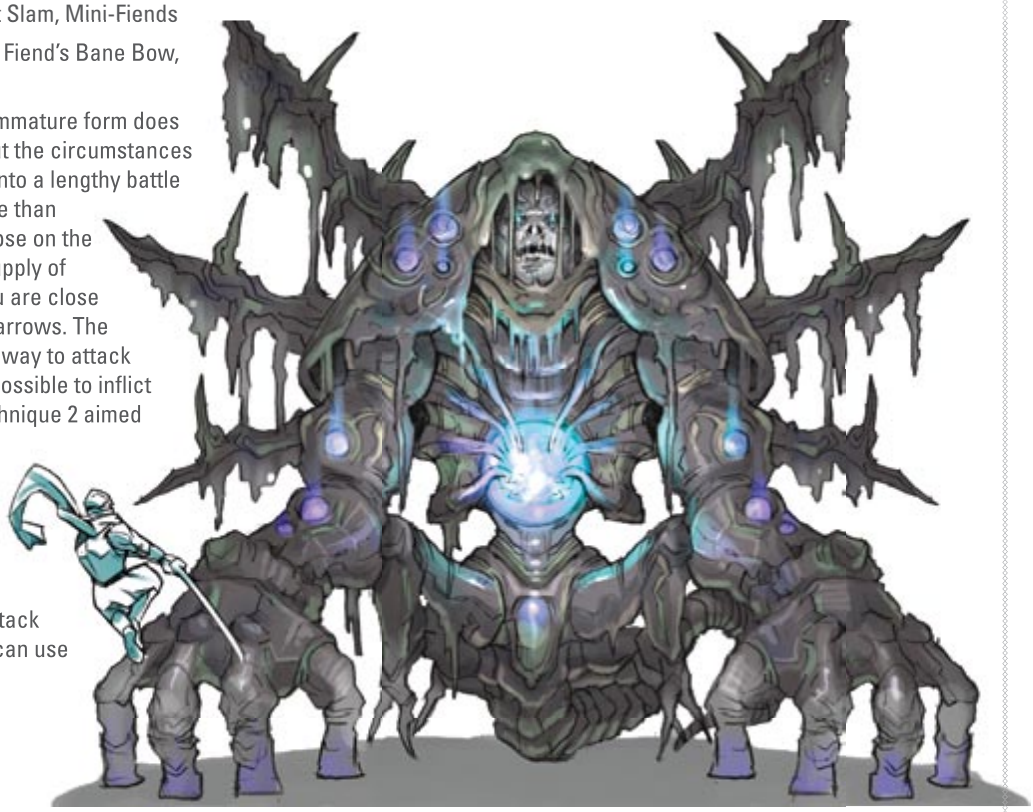
Mid-Boss Battle: Archfiend - Immature

Close Range Abilities: Demon Beam, Blood Cough

Long Range Abilities: Fist Slam, Mini-Fiends

Recommended Weapon: Fiend's Bane Bow, Lunar Staff

Strategy: The Archfiend's immature form does not pose much of a threat, but the circumstances of the environment turn this into a lengthy battle that requires more endurance than anything else. There is a corpse on the right that replenishes your supply of arrows. Use this any time you are close to it or when you run low on arrows. The Fiend's Bane Bow is the only way to attack the Archfiend, and it is only possible to inflict damage with an Ultimate technique 2 aimed at the Archfiend's head. This can be followed by another Ultimate technique 2 aimed at the sphere in the Archfiend's lower chest. The sphere can only be attacked when it turns blue after an attack to its head. At this point you can use Ninpo to attack it as well.



Mini-Fiends

Fist Slam

When the Archfiend lets out a low volume scream, a horde of mini-fiends attack from above. Use the Lunar Staff's Bladed Spider (Y,Y) to take out the mini-fiends without taking damage. The Archfiend oftentimes uses the Fist Slam right after sending out mini-fiends, so do not attempt to use the Fiend's Bane Bow until you are sure the mini-fiends have been defeated.

The Archfiend's Fist Slam can easily be avoided by staying on the opposite side of the fist used. It inflicts a significant amount of damage and is not telegraphed, so stay in the middle between attacks to avoid it. Occasionally the Archfiend will use the Fist Slam two times consecutively, either alternating the side or using the same fist twice. Stay in the middle and watch his arms closely after the first Fist Slam to ensure you are not hit by the second.

Demon Beam

When the Archfiend lowers its head, it is about to use the Demon Beam. If you have enough time, use an Ultimate technique 2 with the Fiend's Bane Bow. If you have not been charging an Ultimate technique, wait until the head lowers into position, then use a Wind Run to move to the opposite side to avoid the attack.

Blood Cough

Between the Archfiend's attacks, always attempt to charge an Ultimate technique 2. The only exception to this is when it uses the Fist Slam after unleashing mini-fiends. After each successful attack, the Archfiend uses Blood Cough. Use the Wind Run or Reverse Wind to move away from your previous position to avoid the attack. It also uses Blood Cough randomly throughout the fight, but it is telegraphed by watching the Archfiend's head as it looks up and appears to be choking.

When the Archfiend reaches approximately 50% health it begins to climb higher in the cave. Run to the left and use the Flying Bird technique to climb all the way up to its new location. You must climb several ledges to reach the Archfiend and continue the battle. When you reach the Archfiend, continue the same strategy as before. The Archfiend uses all of its previous attacks in addition to a Demon Beam that emits from the sphere in its lower chest and an addition to the Fist Slam where the Archfiend sweeps its arm across the ground after slamming its fist down. Avoid this with a well-timed Wind Run.

Defeat the Archfiend for a brief cinematic followed by a boss battle against the true Archfiend.

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Boss Battle: Archfiend

Close Range Abilities: Throw, Fist Slam, Demon Beam

Long Range Abilities: Ground Strike, Meteor Volley

Recommended Weapon: Eclipse Scythe - Level 3

Strategy: The final battle is not difficult so long as you have the Eclipse Scythe at level 3. At a distance, the Archfiend crosses the ground with a constant, but linear attack (Ground Strike), which is easily evaded by moving out of the way as it approaches, or using a well-timed Wind Run. It also launches a volley of meteors at Hayabusa. Run to the right or left, then jump or use the Wind Run as soon as the meteors start to hit the ground.

At close range, the Archfiend uses a modified version of the Demon Beam that sweeps across the stage. Wait until the beam nears Hayabusa, then use the Wind Run to jump over it. If you stand near its arms or at a slight distance, it uses a modified Fist Slam that can hit Hayabusa from quite a distance. Use a jump or Wind Run as soon as you see the fist slam to the ground to avoid this. When Hayabusa is right next to the Archfiend when it is on the ledge, it uses an unblockable throw that inflicts nearly 50% damage to Hayabusa and it is very difficult to see coming. There is a slight pause before the Archfiend uses the throw, but if you aren't prepared to use the Wind Run to avoid it, there's no escape. After a successful throw, the Archfiend walks around on the ground. Attack it here, but be cautious of its feet as it can kick Hayabusa to inflict damage.

Demon Beam

Meteor Volley

Start off the fight with a Flying Sacrifice (While Jumping Towards Enemy Ⓨ) Use the Wind Run followed immediately by the first two attacks from Immense Raven, followed by three Blood Rain attacks (While Jumping Ⓧ,Ⓧ,Ⓨ,Ⓨ,Ⓨ). This custom combo lifts Hayabusa high into the air, avoiding all of the Archfiend's attacks, while inflicting significant amounts of damage. If you do not have the Eclipse Scythe at level 3, this combo still works, but it does not inflict as much damage.

KARMA TIP

Ninpo magic automatically evades all of the Archfiend's attacks. If you are in a bind, use Ninpo to avoid taking damage.

Part Nine: Crystal Skull Database

Location: Chapter 1, page 45
Skull Number: 1
Notes: On a balcony after the Art of the Inferno Ninpo is acquired.

Location: Chapter 1, page 45
Skull Number: 2
Notes: On an overpass with several Projectile Ninja.

Location: Chapter 2, page 49
Skull Number: 3
Notes: Underwater below the bridge.

Location: Chapter 2, page 52
Skull Number: 4
Notes: On a shelf between the location of the Vermilion and Ultramarine Jewel.

Location: Chapter 3, page 55
Skull Number: 5
Notes: On a flight of stairs after the Art of the Wind Blades is acquired.

Location: Chapter 3, page 57
Skull Number: 6
Notes: On a rock platform immediately after the Invisible Path technique is learned.

Location: Chapter 4, page 61
Skull Number: 7
Notes: On a catwalk shortly after returning to street level.

Location: Chapter 4, page 62
Skull Number: 8
Notes: On a balcony after the first set of Flying Demons attack.

Location: Chapter 4, page 65
Skull Number: 9
Notes: On a ceiling beam inside the base of the Statue of Liberty.

Location: Chapter 5, page 67
Skull Number: 10
Notes: On a boat shortly after obtaining the Kusari-gama weapon.

Location: Chapter 5, page 68
Skull Number: 11
Notes: On a table immediately following the first Earth Statue.

Location: Chapter 5, page 69
Skull Number: 12
Notes: Underwater, down a side alley after the first set of mines.

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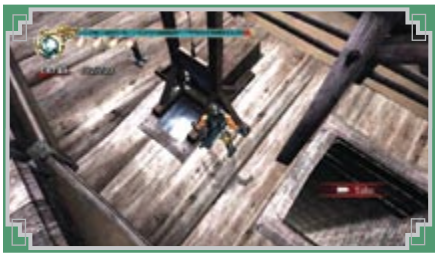
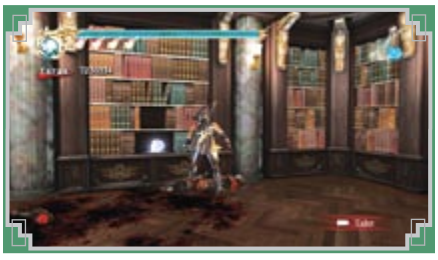
Location: Chapter 6, page 73
Skull Number: 13
Notes: On the roof near the beginning of the chapter.

Location: Chapter 6, page 75
Skull Number: 14
Notes: Hidden under a guillotine after coming out of the cave.



Location: Chapter 6, page 77
Skull Number: 15
Notes:
Hidden in a bookcase inside the castle.



Location: Chapter 7, page 81
Skull Number: 16
Notes: Hidden inside the control panel after the first Earth Statue.

Location: Chapter 7, page 81
Skull Number: 17
Notes: In rubble approximately halfway through the chapter.

Location: Chapter 8, page 86
Skull Number: 18
Notes: Sitting in the snow just after a series of land mines.

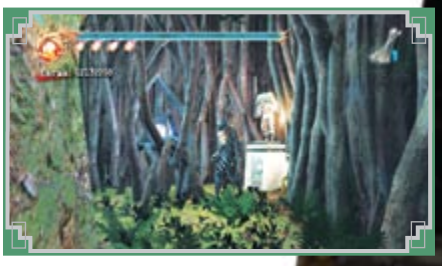
Location: Chapter 8, page 87
Skull Number: 19
Notes: Next to a candle on a set of stairs.

Location: Chapter 8, page 88
Skull Number: 20
Notes: Inside the train.

Location: Chapter 8, page 89
Skull Number: 21
Notes: On a gear in the clock tower.

Location: Chapter 9, page 93
Skull Number: 22
Notes: On the far right platform during the lakefront Heavy Artillery Ninja assault.

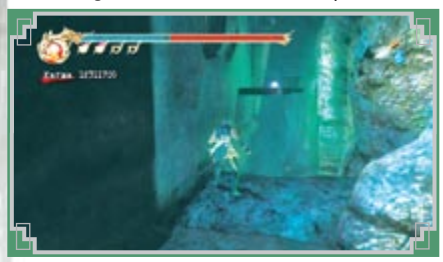
Location: Chapter 9, page 94
Skull Number: 23
Notes: Next to the Muramasa Shop after a series of tree branches.



Location: Chapter 9, page 96
Skull Number: 24
Notes: On the far side of the pond after a multitude of worms attack.

Location: Chapter 9, page 98
Skull Number: 25
Notes: Underwater shortly after the Test of Valor.

Location: Chapter 10, page 101
Skull Number: 26
Notes: On an overhead platform immediately after using the Invisible Path technique.



Location: Chapter 10, page 102
Skull Number: 27
Notes: At the bottom of the stairs, to the left, after a horde of Flying Demons attack.

Location: Chapter 11, page 108
Skull Number: 28
Notes: At the end of the alley after replacing the Jizo Statue Head

Location: Chapter 11, page 108
Skull Number: 29
Notes: Hidden in a shack on the right after going through an underwater tunnel.

Location: Chapter 11, page 110
Skull Number: 30
Notes: At the very bottom of the cliff after dropping down the well.

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Part Ten: Boss Battles

Boss Battle: Shadow Ninja Rasetsu

Close Range Abilities: Unblockable combos and single hits, as well as a throw

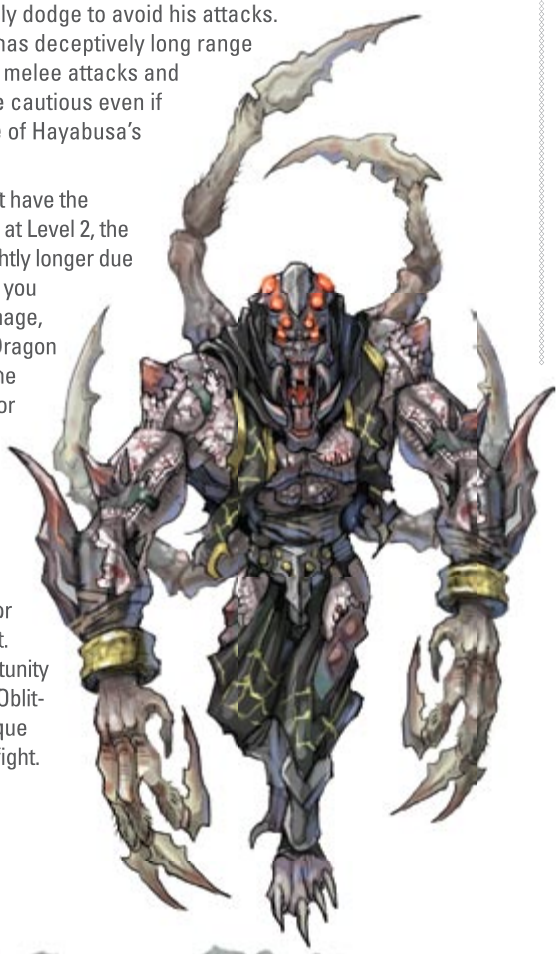
Long Range Abilities: Wind Projectile technique, Regenerating Roar, Long-Range Stomp

Recommended Weapon: Dragon Sword - Level 2

Strategy: If you have the Dragon Sword upgraded to Level 2, this fight can be won with relative ease. The Azure Swallow (the Level 2 version of the Flying Swallow technique) does not work well, so rely on close-range combat to vanquish the Shadow Ninja. Stay close to prevent him from using his Wind Projectile technique. From a distance, Rasetsu shoots three Wind Projectiles consecutively that inflict damage even if they are blocked. He also pauses to roar, which slightly replenishes his health gauge. If you allow him to stay at a distance, he jumps high into the air and comes down on top of Hayabusa. This is his Long-Range Stomp technique. If he uses this, use the Wind Run to avoid it.

At close range, use the first few attacks of the Piercing Dragon's Fang combo (X,X,X,X,X), followed immediately by a Reverse Wind or Furious Wind. Many of Rasetsu's combos cannot be guarded against without taking damage, so continuously dodge to avoid his attacks. Rasetsu also has deceptively long range with his basic melee attacks and combos, so be cautious even if you're outside of Hayabusa's melee range.

If you do not have the Dragon Sword at Level 2, the fight takes slightly longer due to the fact that you inflict less damage, however, the Dragon Sword is still the best weapon for this battle. When Rasetsu reaches approximately 20% health, he takes a knee for a brief moment. Use this opportunity to execute an Obliteration technique and finish the fight.



Boss Battle: Genshin

Close-Range Abilities: Strong and weak combos, Counter Attack technique, Parry technique

Long-Range Abilities: Ultimate technique, Anti-Air technique.

Recommended Weapon: Dragon Sword - Level 2

Strategy: The battle against Genshin is a battle between two skilled Ninjas. From a distance, Genshin uses a technique comparable to Hayabusa's Ultimate technique. It is very damaging and difficult to avoid, so stay as close as possible to Genshin. If he does execute the Ultimate technique, immediately use the Reverse Wind to move away from Genshin as quickly as possible. Some of the attacks in Genshin's Ultimate technique can be blocked, but others break through Hayabusa's guard and inflict damage, so stay on the move.

At close range, Genshin can counter or parry Hayabusa's attacks. This includes the first attack from either Ultimate technique, halting it completely. Focus on the Undefeatable Demon combo (Y,Y,Y) as your primary source of damage. However, be cautious of a counterattack or parry. Should this happen, use the Reverse Wind, then continue with the Undefeatable Demon combo.

Do not use the Flying Swallow or any other aerial attacks as Genshin has the ability to counter any aerial attacks Hayabusa uses. There is a chance that Genshin's counter will miss, but it is far too risky to rely on. It is also not possible to use an Obliteration technique against Genshin, despite the level of his health gauge.

Boss Battle: GigaDeath

Close Range Abilities: Untouchable body, Face of Death

Long Range Abilities: Projectile Attacks, Mini-Death Spawns.

Recommended Weapons: Lunar Staff, Fiend's Bane Bow, Art of the Inferno

Strategy: This is a unique boss that inflicts damage if you touch it. The Fiend's Bane Bow and Lunar Staff are the weapons of choice for the battle. There's a corpse on the ground at both ends of the battlefield that replenish arrows.

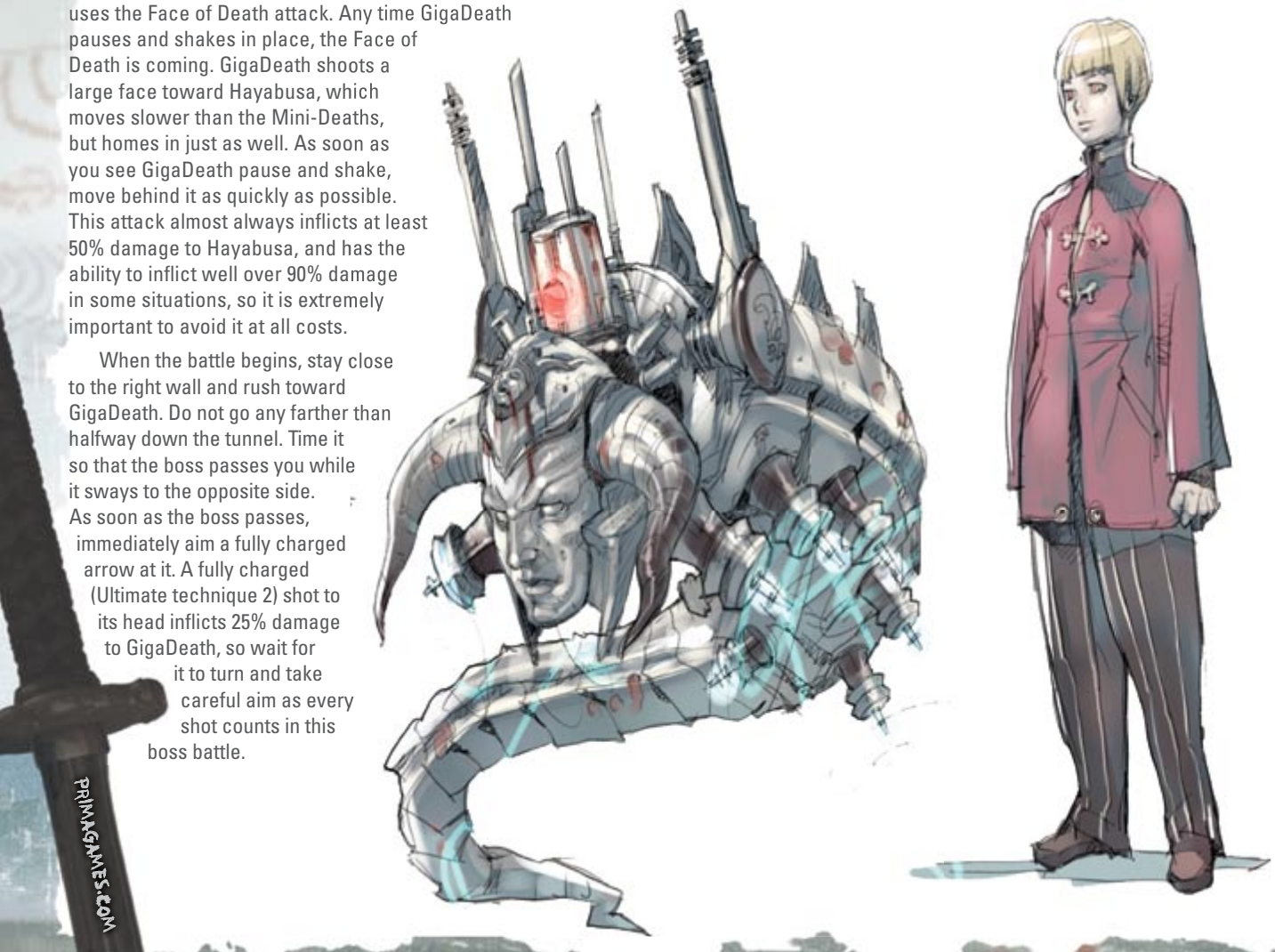
The boss moves from one end of the tunnel to the other, swaying from side to side, and rapidly shooting fireballs from its head. You cannot block consecutive fireballs, but you can dodge them with precise timing. However, the boss can only shoot fireballs when it's facing you. If you stay behind it, the fireballs do not pose a threat.

At any point in time during the battle, GigaDeath spawns a multitude of Mini-Deaths: smaller versions of itself. These Mini-Deaths act like homing missiles and explode on impact. Hayabusa takes damage even when blocking this attack. When the Mini-Deaths spawn, defeat them with the Art of Inferno Ninpo magic. If you can no longer use Ninpo, a well-timed Bladed Spider combo (Ⓨ,Ⓨ) with the Lunar Staff also works to deflect the Mini-Deaths and avoid damage. At approximately 50% health, GigaDeath uses the Face of Death attack. Any time GigaDeath pauses and shakes in place, the Face of Death is coming. GigaDeath shoots a large face toward Hayabusa, which moves slower than the Mini-Deaths, but homes in just as well. As soon as you see GigaDeath pause and shake, move behind it as quickly as possible. This attack almost always inflicts at least 50% damage to Hayabusa, and has the ability to inflict well over 90% damage in some situations, so it is extremely important to avoid it at all costs.

When the battle begins, stay close to the right wall and rush toward GigaDeath. Do not go any farther than halfway down the tunnel. Time it so that the boss passes you while it sways to the opposite side. As soon as the boss passes, immediately aim a fully charged arrow at it. A fully charged (Ultimate technique 2) shot to its head inflicts 25% damage to GigaDeath, so wait for it to turn and take careful aim as every shot counts in this boss battle.

As soon as it turns, shoot the fully charged arrow at its head and rush toward it again to ensure you stay behind it. With proper timing GigaDeath stops just as you pass it to unleash a volley of fireballs. When this happens, immediately shoot a fully charged arrow at its head. If you're fast enough you can get two fully charged shots off before GigaDeath begins to move again. Repeat these tactics until the boss has been defeated, but be cautious of the Mini-Death attacks when GigaDeath is below 50% health. Replenish arrows at either corpse if you begin to run low, but you should not have to restock if this strategy is executed properly.

The battle against GigaDeath is a quick fight. It should be down to 50% health or less by the time it spawns Mini-Deaths for the first time. Use a single Art of the Inferno to clear the Mini-Deaths, then use another fully charged arrow to GigaDeath's head as it turns. One final Mini-Death attack should be thwarted by a second Art of Inferno, then a single charge arrow (Ultimate technique 1 or 2) should be enough to force GigaDeath to hunch over. When this happens, quickly run up to it and use an Obliteration technique to finish the fight.



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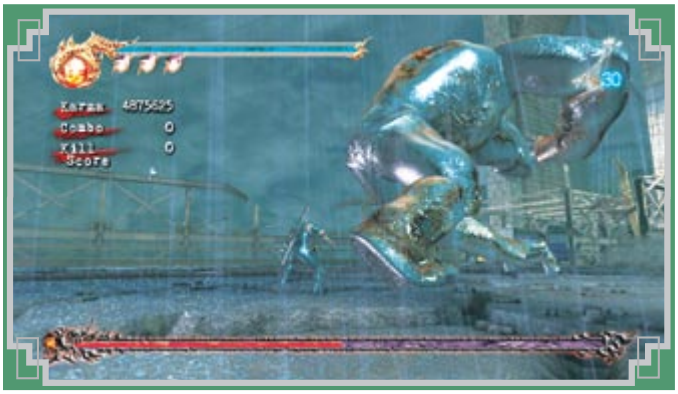
Mid-Boss Battle: Giant Brute Fiend

Close Range Abilities: Earthquake Slam, Wind Breath, Unblockable Throw

Long Range Abilities: Projectile Attacks

Recommended Weapon: Dragon Sword - Level 3

Strategy: This giant boss attacks by swinging its arms, slamming them to the ground (Earthquake Slam), as well as blasting you with a gust of destructive wind from its mouth (Wind Breath). Keep your guard up at all times and use the Reverse Wind to continuously dodge its Earthquake Slam and swinging arms. Projectile attacks do not work well on the Brute, so you must stay close to it while avoiding its attacks.



Attack the leg that is farthest back with any Strong Attack combo (Y,Y,Y), but keep on the move. If you focus on its back leg, it will have a difficult time attacking you. Do not stay in front of it or else it uses the Wind Breath technique, which inflicts a significant amount of damage. If it moves near the cars or rocks at the far end of the area, the camera zooms out and it throws one of these objects at Hayabusa. Use the Reverse Wind or Wind Run to easily avoid the slow-moving projectile.

Repeat these strategies until it reaches approximately 20% health and drops its head to the ground. At this point, quickly run up to its head and use an Obliteration technique to finish it off.

Boss Battle: Alexei

Close Range Abilities: Basic Combos, Lightning Sphere

Long Range Abilities: Projectile Attack, Whirlwind Spin, Long-Range Throw, Lightning Strike

Recommended Weapons: Dragon Sword - Level 3

Strategy: Alexei in his current form is not at full power, which makes this battle relatively easy. That being said, his projectile attacks are very difficult to avoid, even with the use of Wind Run. Stay as close to Alexei as possible to prevent him from using a volley of lightning projectile attacks, Lightning Strike attack and his extremely damaging long-range throw attack.

Alexei attacks as soon as the cinematic concludes, so be prepared to block or dodge immediately. Quickly rush toward Alexei and use the Flying Swallow continuously. Alexei uses his projectile attacks as soon as you get outside of the Dragon Sword's attack range, so it is very important to keep a continuous flow between the Wind Run and Flying Swallow. Alexei also uses long and short range throws that cannot be blocked and inflict a significant amount of damage. Stay on the move as much as possible to avoid these.

If Alexei uses the Whirlwind Spin, charge an Ultimate technique to avoid the attack and stay close to him to avoid a follow-up projectile attack. You can also use the Wind Run, but that generally puts you at a distance when this attack is over. The Ultimate technique overrides any attack Alexei attempts to use, including his Whirlwind Spin attack and throws, so be prepared to use the instant charge upon landing from a Flying Swallow if you see Alexei going into the Whirlwind Spin.

Boss Battle: Water Dragon

Close-Range Abilities: Tentacle Stab, Tentacle Strike

Long-Range Abilities: Projectile Attack, Undead Fish

Recommended Weapons: Dragon Sword - Level 3, Fiend's Bane Bow, Kusari-gama

Strategy: The battle against the Water Dragon can be fought one of two ways. An agile ninja can stay on the platform you start on and use an Ultimate technique 2 with the Fiend's Bane Bow to hit the Water Dragon's head and inflict significant amounts of damage. There isn't a lot of room to move around on the platform, but this only poses a danger against the Undead Fish the Water Dragon sends toward you. Since the Undead Fish do not inflict very much damage, take the hit, shake them off and slice them up with the Dragon Sword.

If you get knocked off of the platform, you are forced to fight in the water, which limits Hayabusa's abilities. From a distance, the Water Dragon sends Undead Fish to attack you and uses a wide-range projectile attack. At close range the Water Dragon uses its tentacles to stab Hayabusa, transitioning into a throw, or strikes the water to send a projectile-like wave toward Hayabusa.

Dive underwater and attack the Water Dragon's underbelly, until you see its tentacles begin to attack the water around you. At this point, swim back to the surface and run around the Water Dragon in a circular formation until the Tentacle Stab attack has concluded. When the Water Dragon sends Undead Fish toward you, switch to the Kusari-gama and use the Insane Agitation (while underwater Ⓨ), to make quick work of them.

Repeat this process until the Water Dragon reaches approximately 20% health and lowers its head. When this happens, quickly move toward its head and use an Obliteration technique to finish it off.

Mid-Boss Battle: Undead Monster

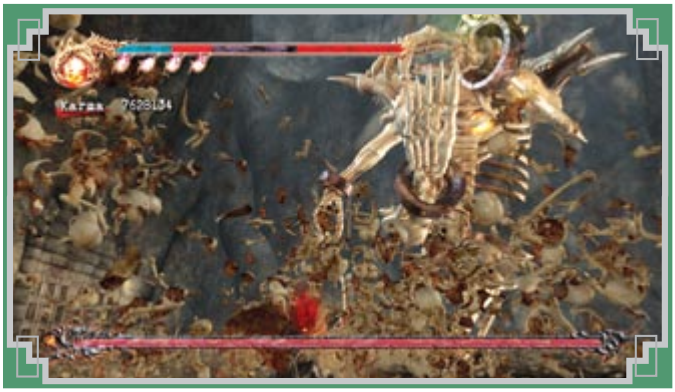
Close-Range Abilities: Bone Eater, Spin Attack, Unblockable Throw

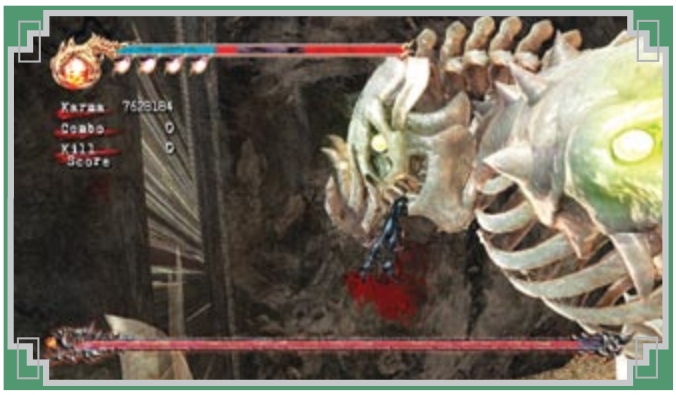
Long-Range Abilities: Bone Kick

Recommended Weapons: Dragon Sword - Level 3, Incendiary Shuriken

Strategy: As soon as the boss battle begins, run to the right or left. When the Undead Monster rears its foot back, use the Wind Run to avoid the Bone Kick. This inflicts damage at close range, and acts like a projectile attack if Hayabusa is at a distance. This is the only attack you have to worry about at a distance, so continue to circle the Undead Monster until it raises its arms into the air. At this point use Incendiary Shurikens to knock it off balance and send it to the ground. Run in and use several Incendiary Shurikens or the Azure Dragon (Ⓛ+Ⓨ) to attack the Glowing Yellow Orb in its chest.

An alternative attack strategy is to attack its legs with the Undefeatable Demon combo (Ⓨ,Ⓨ,Ⓨ) until it stumbles back. This tactic works well, especially if you are out of Incendiary Shurikens, however you must watch out for the Bone Kick as it inflicts significant damage at close range.





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Boss Battle: Volf, the Invincible Ruler of Storm

Close-Range Abilities: Unblockable Scythe Combos, Unblockable Throw

Long-Range Abilities: Unblockable Charge

Recommended Weapons: Dragon Sword - Level 3

Strategy: In order to battle head-to-head against Volf, you must remain on the move as much as possible. Volf attacks with multiple Scythe combos. If he is spinning, use the Wind Run to get away from him as quickly as possible. If he is using any other Scythe combo, the first few attacks can be blocked without taking damage, but the last two to three attack in each combo inflict damage to Hayabusa whether you are blocking or not.

From a distance, Volf roars, then uses his Unblockable Charge. The only way to avoid the Charge is to use the Wind Run as Volf approaches. Be cautious, as Volf can also use the Unblockable Charge from close range, although not as frequently.

You must attack Volf from close range as the Flying Swallow is difficult to land. If you use normal attack combos, Volf will counter-attack many of them. Instead, wait for Volf to initiate one of his combos, then use Reverse Wind to move just outside of his attack range. At this point charge up an Ultimate technique 1 and unleash it as soon as you reach the necessary charge. Alternately, you can block all but the last few hits of Volf's combos, then use the Furious Wind to avoid the last few hits and immediately charge an Ultimate technique 1.

Any time you are not charging an Ultimate technique, you must remain on the move. Volf's throw is extremely damaging, as well as the Unblockable Charge. If you remain stationary, both of these attacks can hit Hayabusa with ease.

Boss Battle: Genshin

Close Range Abilities: Strong and weak combos, Counterattack technique, Parry technique

Long Range Abilities: Ultimate technique, Anti-Air technique, Projectile Attack

Recommended Weapon: Dragon Sword - Level 3

Strategy: The second battle against Genshin is very similar to the first. This is once again a battle between two skilled Ninjas. However, this time around Genshin has nine Melee Ninjas to assist him in battle, all equipped with Incendiary Shuriken. The Melee Ninjas attack three at a time, with a replacement appearing each time one has been defeated until all nine have been taken care of. Focus on the Melee Ninjas first, as their Incendiary Shuriken can be troublesome during the battle against Genshin. If you're feeling brave, fight the Melee Ninjas around Genshin and finish them off with an Izuna Drop combo (Ⓧ,Ⓨ,Ⓧ,Ⓧ,Ⓧ,Ⓨ). If you are close enough to Genshin, the Izuna Drop inflicts significant damage to him while killing the Melee Ninjas in the process.

Genshin uses an Ultimate technique from a distance and from close range, although it is much more frequent when he is at a distance. If he uses the Ultimate technique, immediately use the Reverse Wind to move away from him. From a distance he also throws multiple Flaming Shuriken that ignite if they hit Hayabusa. Stay close to Genshin to limit the use of his Ultimate technique and prevent him from using his projectile attack.

At close range, Genshin can counter or parry Hayabusa's attacks. This includes the first attack from either Ultimate technique, halting them completely. Use your highest-level weapon, with the Dragon Sword being the weapon of choice. Move in circles around Genshin with the Reverse Wind technique until he attacks. Block his attack or combo, then counterattack with a short combo. Be careful of a counterattack or parry. Should this happen, use the Reverse Wind, then wait for Genshin to attack again.

Do not use the Flying Swallow or any other aerial attacks as Genshin has the ability to counter any aerial attacks Hayabusa uses. There is a chance Genshin's counter will miss, but it is far too risky to rely on. When Genshin reaches approximately 20% health, the battle comes to an end. There is a container behind the pillar on the far side of the room. Use the container to replenish your arrows when you have the chance.

Boss Battle: Flaming Armadillo

Close Range Abilities: Body Slam, Kick

Long Range Abilities: Flame Breath, Armadillo Roll, Meteor Attack

Recommended Weapon: Dragon Sword - Level 3, Fiend's Bane Bow

Strategy: As soon as the battle begins, run toward the Flaming Armadillo with a slight angle to the right. If you delay, it may use its Flame Breath attack. It starts from the left and moves its head around to the right in a complete half-circle. If you are not quick enough, there's no way to avoid the attack. However, by moving immediately, you have enough time to avoid the attack and if the Flaming Armadillo uses the Flame Breath attack, you can shoot a fully charged arrow at its head once you are safely to its side.

The Flaming Armadillo can only be harmed by attacks to the head. Do not be afraid of its large size and stay at close range. The goal is to use the Flying Swallow or any Strong Attack combo to hit its head. When this happens, the Flaming Armadillo is temporarily stunned. This gives you enough time to attack again and continuously stun the Flaming Armadillo until it is low on health and lowers its head. At this point, use an Obliteration technique to seal the deal.

If you find yourself at a distance, stay to the side of the Flaming Armadillo. If you remain directly in front of it, it uses the Flame Breath attack. If you attempt to attack its feet, it uses a kick attack that can be blocked, but it is difficult to see coming. If you stay at close range for too long without attacking the Flaming Armadillo, it raises up on its back legs and uses a Body Slam that inflicts a significant amount of damage. If it rolls up into a ball, continuously use the Wind Run until it returns to its normal state. This is the only way to ensure that you avoid the Armadillo Roll attack.

When the Flaming Armadillo reaches 50% health, it goes into a rage and uses the Meteor Attack and Armadillo Roll much more frequently. The Meteor Attack gives you an opportunity to move in and attack its head. The attack has very low accuracy, but keep an eye on the trajectory of the meteors and use the Wind Run if one is heading toward you.

Once the Flaming Armadillo has been defeated, either through the use of an Obliteration technique or a standard attack, put up your guard and do not drop it until the cinematic begins. The Flaming Armadillo explodes and kills Hayabusa if your guard is not up.

Mid-Boss Battle: Giant Brute Fiend

Close Range Abilities: Earthquake Slam, Wind Breath

Long Range Abilities: None

Recommended Weapon: Dragon Sword - Level 3 , Incendiary Shuriken

Strategy: The Giant Brute has not changed since you last fought it as the mid-boss of chapter four. The only difference in this fight is that Mecha Soldiers attack alongside the boss and you can now use Incendiary Shuriken to inflict damage. Light Artillery Ninjas also join in the battle once the Brute reaches 50% health. Ignore the Soldiers and Ninjas and focus exclusively on the Brute Fiend as the Mecha Soldiers continue to spawn as long as the boss remains alive.

Continue to run around in tight circles, and focus on the Brute's back leg to inflict damage. Stay away from its face to avoid its Wind Breath attack. Use Incendiary Shurikens if you get caught around its head. This will inflict moderate damage and give you time to move away. If the Mecha Soldiers become too troublesome, use the Flying Swallow to take out as many as you can, then damage the boss in the brief time period before they respawn.

Once the Giant Brute Fiend's health bar is around 20%, its head drops to the ground. Take this opportunity to use an Ultimate technique on its head and finish the battle early.

After the boss has been defeated, use the Kusari-gama or Dragon Sword to quickly take out the remaining enemies.

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Boss Battle: Zedonius, Ruler of the Flame

Close-Range Abilities: Flame Spire, Unblockable Throw, Fire Eruption, Flight, Parry, Counterattack

Long-Range Abilities: Projectile Attack, Fire Stomp

Recommended Weapon: Dragon Sword - Level 3

Strategy: Stay close to Zedonius to avoid his many long-range attacks. If you stay at a distance Zedonius uses a double fireball projectile attack, a Flame Spire similar to the Flame Column Ninpo Ninjas use, and a Fire Stomp that is difficult to avoid. If you find yourself at a distance, watch Zedonius carefully and be prepared to use the Wind Run technique to avoid his long-range attacks.

At close range use the Reverse Wind and Furious Wind to move in circles around Zedonius. You can initiate an attack before Zedonius attacks, but he can parry or counterattack. Wait for him to use an attack combo, but be very careful to avoid the last two attacks. His fist is engulfed in flame during the last two hits of his combos, which stuns Hayabusa and inflicts significant damage even if both attacks are blocked. However, upon dodging these two attacks, Zedonius is vulnerable to a counterattack. This is the best opportunity to attack him.

Shortly after the fight begins, Zedonius summons several Water Demons to assist him. Zedonius summons the Water Demons on a regular basis if you defeat them, but they do not constantly respawn. If you can remain focused on Zedonius while the Water Demons are attacking, ignore them. If the Water Demons get in your way, take them out, but do not venture far from Zedonius as he will use his long-range attacks.

If Zedonius takes flight, use the Flying Swallow to bring him down, or stay directly below him and watch out for the Flame Spire. When he is low on health, stay just outside of the Dragon Sword's attack range and charge an Ultimate technique. This avoids his Flame Eruption that is difficult to see coming, and can finish him off quickly.

Mid-Boss Battle: Amazonian Death Worm

Close-Range Abilities: Swallow

Long-Range Abilities: None

Recommended Weapon: Dragon Sword - Level 3

Strategy: The Amazonian Death Worm burrows through the tunnels from one side to the other. Use the rooms on either side of the tunnel to avoid it until you are ready to attack. It may come from the same direction multiple times in a row, so do not assume it is always coming from the opposite direction.

Stand in the middle of the tunnel and charge an Ultimate technique 2. When you see the Worm approaching, unleash the UT2, then use any Strong Attack combo. The UT2 stuns the Worm, and each consecutive Strong Attack has the same effect. If the Worm breaks free of the stun, put up your guard and use the Furious Wind technique to dash into one of the rooms on either side of the tunnel.

Do not remain idle in front of the Death Worm to avoid its Swallow technique. If you get caught in the Swallow, immediately use a health item. The Worm drags Hayabusa through the tunnel, inflicting a significant amount of damage. Even with a virtually full health bar, it is possible to die from this technique.

Boss Battle: Quetzalcoatl

Close-Range Abilities: Fire Beam

Long-Range Abilities: Fireball, Super Fireball

Recommended Weapon: Fiend's Bane Bow

Strategy: There are two Quetzalcoatl that attack during this boss battle. Likewise, there are two health gauges at the bottom of the screen. The enemies fly around, moving from close range to long range and occasionally move out of your sight. Focus on one enemy until it is dead to reduce the number of attacks you need to avoid. Shoot two arrows while in the air and use the instant charge to fire a third when you land.

From a distance the Quetzalcoatl attack with three consecutive fireballs, similar to the fireballs Flying Demons use. They also use a slow moving larger fireball (Super Fireball) that explodes when it hits the ground. Be cautious when you see the larger fireball heading toward you. The explosion has a deceptively long range and inflicts a significant amount of damage if Hayabusa is too close. Luckily, the enemies telegraph the Super Fireball by holding their heads up to face the sky for several seconds. Take this opportunity to charge an Ultimate technique 2.

At close range, the two Quetzalcoatl use their long range attacks as well as the Fire Beam projectile attack. The Fire Beam is telegraphed in a similar fashion to the Super Fireball and can be easily avoided. The Fire Beam executes relatively quickly, but can be avoided with a well-timed Wind Run to either side.

Flying Demons are summoned periodically throughout the fight. Take them out to avoid bombardment from their fireball and diving attacks.

Mid-Boss Battle: Quetzalcoatl

Close-Range Abilities: Fire Beam

Long-Range Abilities: Fireball, Super Fireball

Recommended Weapon: Fiend's Bane Bow

Strategy: This battle is very similar to the previous boss battle against two Quetzalcoatl. However, this mid-boss battle is significantly easier due to the fact that there is only one Quetzalcoatl to fight and there are no Flying Demons to aid it. Use the same strategies to defeat this single Quetzalcoatl. Shoot two arrows while in the air and use the instant charge to fire a third when you land.

From a distance Quetzalcoatl attacks with three consecutive fireballs, similar to the fireballs Flying Demons use. It also uses a slow moving larger fireball (Super Fireball) that explodes when it hits the ground. Be cautious when you see the larger fireball heading toward you. The explosion has a deceptively long range and inflicts a significant amount of damage if Hayabusa is too close. Luckily, it telegraphs the Super Fireball by holding it's head up to face the sky for several seconds. Take this opportunity to charge an Ultimate technique 2.

At close range, Quetzalcoatl uses its long range attacks, as well as the Fire Beam projectile attack. The Fire Beam is telegraphed in a similar fashion to the Super Fireball and can be easily avoided. It executes relatively quickly, but can be avoided with a well-timed Wind Run to either side.

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Boss Battle: Elizébet, Ruler of the Blood, Queen of the Greater Fiends

Close-Range Abilities: Teleport, Tail Stab, Heartbeat

Long-Range Abilities: Flash Dive

Recommended Weapon: Dragon Sword - Level 3

Strategy: Elizébet moves around the room shifting from the ground to the air. From a distance she uses the Flash Dive, which is an extremely fast teleporting attack that inflicts damage if Hayabusa does not block or evade. She telegraphs the attack by letting out a slight hum and shifting her wings into the air when she's aerial.

At close range, she uses a shorter version of the Flash Dive that acts more like a teleport than an attack. She also summons a heart that floats in mid-air and attacks Hayabusa with a stream of blood. At the end of her attack combos, she also uses a Tail Stab that transitions into a throw. The Tail Stab can be done outside of a combo, but this is rare.

Use the Dragon Sword or Eclipse Scythe and get as close to Elizébet as you can. Wait for her to initiate a combo and block the first few attacks. When she shifts into a triple tail stab, use Furious Wind to avoid the attacks, then immediately use a combo of your choosing.

If she gets away from you and uses the Heart Blood attack, continuously run, Wind Run, or Reverse Wind in a constant direction to evade the stream of blood that follows. When she floats in the air, use the Flying Swallow to bring her down and inflict damage. She's very evasive, so this is the only time you should rely on the Flying Swallow.

Boss Battle: Genshin

Close-Range Abilities: Strong and weak combos, Counter Attack technique, Parry technique

Long-Range Abilities: Ultimate technique, Anti-Air technique, Projectile attack

Recommended Weapon: True Dragon Sword

Strategy: The third battle against Genshin is very similar to the first two. This is once again a battle between two skilled Ninjas.

Genshin uses an Ultimate technique from a distance or from close range, although it is much more frequent when he is at a distance. If he uses the Ultimate technique, immediately use the Reverse Wind to move away from him. From a distance he also throws multiple Flaming Shuriken that ignite if they hit Hayabusa. Stay close to Genshin to limit the use of his Ultimate technique and prevent him from using his projectile attack.

At close range, Genshin can counter or parry Hayabusa's attacks. This includes the first attack from either Ultimate technique, halting them completely. Use your highest-level weapon, with the True Dragon Sword being the weapon of choice. Move in circles around Genshin with the Reverse Wind technique until he attacks. Block his attack or combo, then counterattack with a short combo. Be careful of a counterattack or parry. Should this happen, use the Reverse Wind, then wait for Genshin to attack again.

Do not use the Flying Swallow or any other aerial attacks as Genshin has the ability to counter any aerial attacks Hayabusa uses. There is a chance Genshin's counter will miss, but it is far too risky to rely on. When Genshin reaches approximately 20% health, the battle comes to an end. There is a container behind the pillar on the far side of the room. Use the container to replenish your arrows when you have the chance.

Mid-Boss Battle: Flaming Armadillo

Close-Range Abilities: Body Slam, Kick

Long-Range Abilities: Flame Breath, Armadillo Roll, Meteor Attack

Recommended Weapon: Dragon Sword - Level 3, Fiend's Bane Bow

Strategy: This battle is nearly identical to the previous fight against the Flaming Armadillo. The primary difference is that there are now two Flaming Armadillos instead of one. As soon as the battle begins, pick one of the enemies and run toward it. You do not have to worry about the Flame Breath attack as neither enemy uses it until one has been defeated.

Just like before, the Flaming Armadillos can only be harmed by attacks to the head. Get as close as possible and use the Flying Swallow or any Strong Attack combo to hit its head and stun the enemy. Continuously stun one Flaming Armadillo until it is low on health and lowers its head. At this point, use an Obliteration technique to seal the deal.

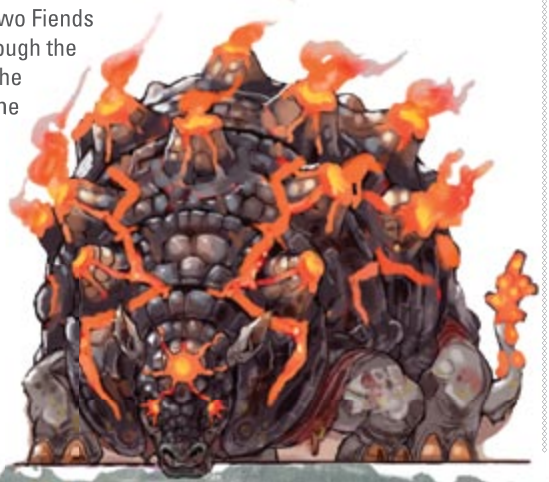
Once one is dead, quickly move as close as possible to the other and repeat the same battle strategy. It will use the Flame Breath if you delay, so make haste. If you find yourself at a distance, stay to the side of the Flaming Armadillo.

The same precautions apply in this fight, just like the previous Armadillo battle. If you remain directly in front of it, the enemy uses the Flame Breath attack. If you attempt to attack its feet, it uses a kick attack that can be blocked, but it is difficult to see coming. If you stay at close range for too long without attacking the Flaming Armadillo, it raises up on its back legs and uses a Body Slam that inflicts a significant amount of damage. If it rolls up into a ball, continuously use the Wind Run until it returns to its normal state. This is the only way to ensure that you avoid the Armadillo Roll attack.

When the Flaming Armadillo reaches 50% health, it goes into a rage and uses the Meteor Attack and Armadillo Roll much more frequently. The Meteor Attack gives you an opportunity to move in and attack its head. The attack has very low accuracy, but keep an eye on the trajectory of the meteors and use the Wind Run if one is heading toward you.

Once the Flaming Armadillo has been defeated, either through the use of an Obliteration technique or a standard attack, put up your guard and do not drop it until the cinematic begins. The Flaming Armadillo explodes and kills Hayabusa if your guard is not up.

Defeat the two Fiends and head through the opening on the far side of the area.



Mid-Boss Battle: Evil Zedonius

Close-Range Abilities: Flame Spire, Unblockable Throw, Fire Eruption, Flame Beam, Flight, Parry, Counter Attack

Long-Range Abilities: Projectile Attack, Fire Stomp

Recommended Weapon: Eclipse Scythe - Level 3

Strategy: The second battle against Zedonius is very similar to the first. The main difference is that you can be knocked into the lava, which not only continuously inflicts damage, but leaves you vulnerable to attack from Zedonius or his Water Demon minions. His only new attack is the Flame Beam, but if you stay on top of Zedonius and constantly attack, he will not use it. If he does initiate the Flame Beam, use the Wind Run to avoid it.

Stay close to Zedonius to avoid his many long-range attacks. If you stay at a distance Zedonius uses a double fireball projectile attack, a Flame Spire similar to the Flame Column Ninpo Ninjas use, and a Fire Stomp that is difficult to avoid. If you find yourself at a distance, watch Zedonius carefully and be prepared to use the Wind Run technique to avoid his long-range attacks.

At close range use the Reverse Wind and Furious Wind to move in circles around Zedonius. If you have the Eclispe Scythe at Level 3, use the first attack from Immense Raven, followed by three Blood Rain attacks (while Jumping Ⓧ,Ⓨ,Ⓨ,Ⓨ). Do not wait for Zedonius to attack, simply use this set of attacks over and over to inflict as much damage as possible in a short period of time.

If you do not have the Eclipse Scythe at Level 3, it is still possible to use this strategy, but the damage is significantly less. Instead, use the Dragon Sword strategy from the previous encounter. You can initiate an attack before Zedonius attacks, but he can parry or counter attack. Wait for him to use an attack combo, but be very careful to avoid the last two attacks. His fist is engulfed in flame during the last two hits of his combos, which stuns Hayabusa and inflicts significant damage even if both attacks are blocked. However, upon dodging these two attacks, Zedonius is vulnerable to a counter attack. This is the best opportunity to attack him.

Shortly after the fight begins, Zedonius summons several Water Demons to assist him just like the previous battle. Zedonius summons the Water Demons on a regular basis if you defeat them, but they do not constantly respawn. If you can remain focused on Zedonius while the Water Demons are attacking, ignore them. If the Water Demons get in your way, take them out, but do not venture far from Zedonius as he will use his long range attacks.

If Zedonius takes flight, use the Flying Swallow to bring him down, or stay directly below him and watch out for the Flame Spire.

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Boss Battle: Evil Volf

Close-Range Abilities: Unblockable Scythe Combos, Unblockable Throw

Long-Range Abilities: Unblockable Charge

Recommended Weapon: Eclipse Scythe - Level 3

Strategy: While there are many similarities between this battle against Volf and the previous one, there are also a number of differences. Volf battles with a herd of Centaurs that continuously circle and attack Hayabusa. There are too many Centaur to take them out before focusing on Volf, and even if you do manage to defeat them all, they simply respawn.

Head directly toward Volf, paying close attention to the Centaurs. When you reach Volf, use the first attack from Immense Raven, followed by three Blood Rain attacks (while Jumping Ⓧ,Ⓨ,Ⓨ,Ⓨ). This is the best combo to inflict significant damage to Volf. If every attack connects, it should only take 4-5 attacks to bring Volf down.

If any Centaurs close in, put your guard up and watch out for attacks from behind. The Centaurs have a throw that can only be blocked from the front. This throw does significant damage and knocks Hayabusa away from Volf, out into the open where he is vulnerable to attacks from the other Centaurs. If a Centaur closes in from behind, use the Wind Run to avoid their attacks. This also works against the Centaurs' projectile attacks.

When Volf initates his combo attacks, stay out of his attack range and close in with a Wind Run followed by the previously mentioned combos. Volf no longer uses the Unblockable Charge, so all you need to worry about are his Scythe combos and his throw from close range. Move out of his attack range as soon as he begins his combos and you will avoid both.

From a distance, Volf slams his Scythe to the ground, which causes a shockwave similar to the Centaur's projectile attack. Use the Wind Run again to avoid this attack, as you still take damage if you attempt to block it.

Boss Battle: Evil Alexei

Close Range Abilities: Basic Combos, Lightning Sphere, Lightning Fusion

Long Range Abilities: Projectile Attack, Whirlwind Spin, Long-Range Throw, Lightning Strike

Recommended Weapons: Dragon Sword - Level 3

Strategy: Alexei is now at full power, which makes this battle more difficult than the last time you fought him. His projectile attacks are still very difficult to avoid and he uses them in conjunction with an unblockable throw quite frequently. Stay as close to Alexei as possible to prevent him from using a volley of lightning projectile attacks, Lightning Strike attacks and his extremely damaging long-range throw attack.

Use the Flying Swallow continuously to keep Alexei at bay. He blocks many of your attacks, but keep alternating between the Flying Swallow and the Wind Run until it connects. Alexei takes a knee once the Flying Swallow hits him. At this point, run up and use a combo of your choice until he stands again. As soon as he stands, jump to move away and return to the previous strategy. If you stay close to him after he raises from taking a kneel, he uses an unblockable throw or the Lightning Fusion attack. Both are deadly at close range, so you must move away.

When Alexei takes flight, use the Flying Swallow to bring him down. If he simply jumps into the air, quickly jump away or use the Reverse Wind to get out of his attack range. This is the indicator that the Lightning Sphere is about to be used. This cannot be blocked, so you must get out of its range.

If Alexei uses the Whirlwind Spin, charge an Ultimate technique to avoid the attack and stay close to him to avoid a follow-up projectile attack. You can also use the Wind Run, but that generally puts you at a distance when this attack is over. The Ultimate technique overrides any attack Alexei is attempting to use, including his Whirlwind Spin attack and throws, so be prepared to use the instant charge upon landing from a Flying Swallow if you see Alexei going into the Whirlwind Spin.

Boss Battles

Mid-Boss Battle: Evil Genshin

Close Range Abilities: Strong and weak combos, Counter Attack technique, Parry technique

Long Range Abilities: Ultimate technique, Anti-Air technique

Recommended Weapon: Dragon Sword - Level 3

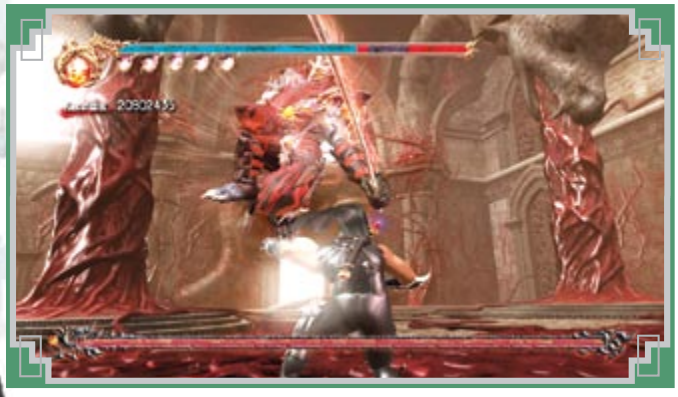
Strategy: This is the fourth and final battle against Genshin. It is very similar to the first three fights and requires the same strategy.

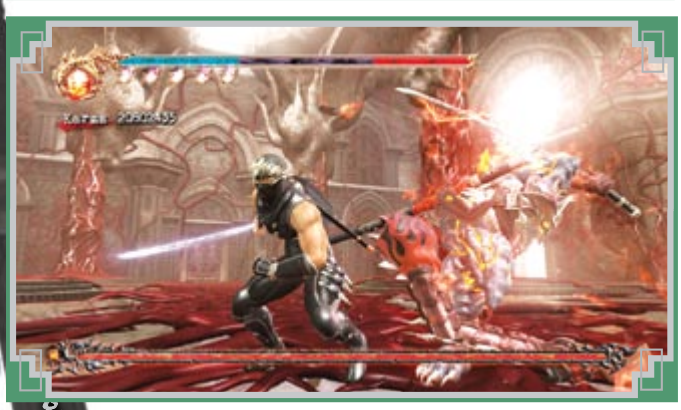
Genshin uses an Ultimate technique from a distance or from close range, although it is much more frequent when he is at a distance. If he uses the Ultimate technique, immediately use the Reverse Wind to move away from him. Stay close to Genshin to limit the use of his Ultimate technique.

At close range, Genshin can counter or parry Hayabusa's attacks. This includes the first attack from either Ultimate technique, halting them completely. Use your highest-level weapon, with the Dragon Sword being the weapon of choice. Move in circles around Genshin with the Reverse Wind technique until he attacks. Block his attack or combo, then counter attack with a short combo. Be careful of a counterattack or parry. Should this happen, use the Reverse Wind, then wait for Genshin to attack again. If Genshin jumps back when you begin an attack, cease your attack immediately to avoid a counter attack.

Do not use the Flying Swallow or any other aerial attacks as Genshin has the ability to counter any aerial attacks Hayabusa uses. There is a chance Genshin's counter will miss, but it is far too risky to rely on.

After Genshin has been defeated, you obtain the Blade of the Archfiend and a battle against Elizébet ensues.





Mid-Boss Battle: Evil Elizébet

Close Range Abilities: Teleport, Tail Stab, Heartbeat

Long Range Abilities: Flash Dive

Recommended Weapon: Blade of the Archfiend

Strategy: This battle is identical to the previous fight against Elizébet. She moves around the room shifting from the ground to the air. From a distance she uses the Flash Dive, which is an extremely fast teleporting attack that inflicts damage if Hayabusa does not block or evade. She does not telegraph the attack this time around, so be cautious any time she takes flight.

At close range, she uses a shorter version of the Flash Dive that acts more like a teleport than an attack. She also summons a heart that floats in mid-air and attacks Hayabusa with a stream of blood. At the end of her attack combos, she also uses a Tail Stab that transitions into a throw. The Tail Stab can be done outside of a combo, but this is rare.

Use the Blade of the Archfiend and get as close to Elizébet as you can. Wait for her to initiate a combo and block the first few attacks. When she shifts into a triple tail stab, use Furious Wind to avoid the attacks, then immediately use a combo of your choosing.

If she gets away from you and uses the Heart Blood attack, continuously run, Wind Run, or Reverse Wind in a constant direction to evade the stream of blood that follows. When she floats in the air, use the Flying Swallow to bring her down and inflict damage. She's very evasive, so this is the only time you should rely on the Flying Swallow.

Mid-Boss Battle: Dagra Dai

Close Range Abilities: Demon Spire, Tentacle Stab

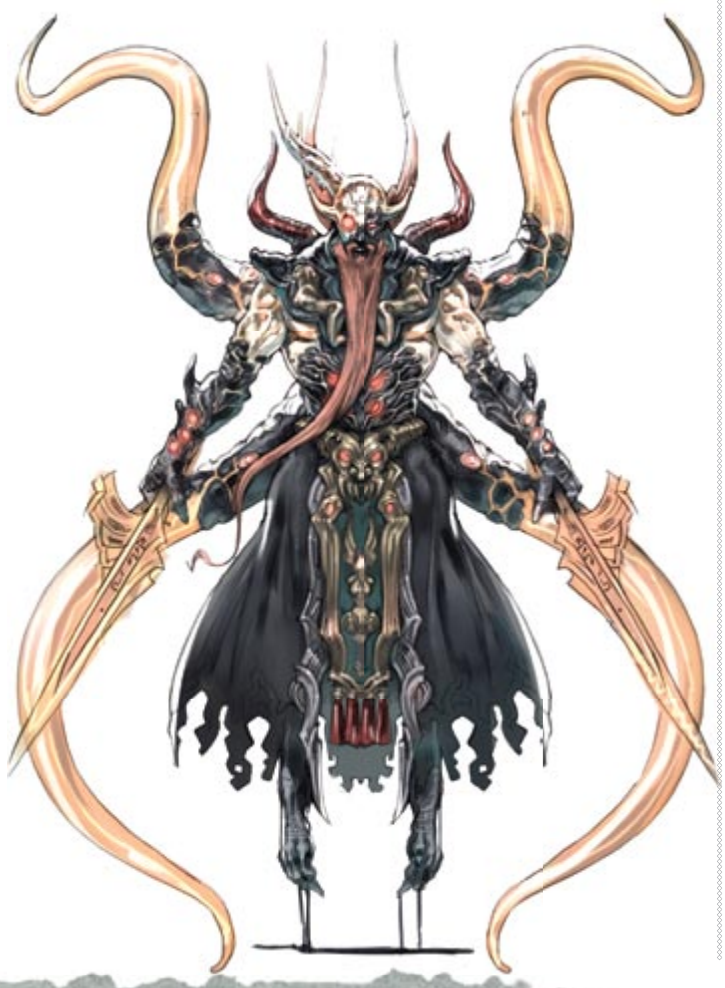
Long Range Abilities: Lightning Bolt

Recommended Weapon: True Dragon Sword

Strategy: Dagra Dai stays in the air throughout most of the fight and has effective long range and short range attacks. He also summons Demon Spawns to aid him throughout the battle. Many of Dagra Dai's attacks are difficult to avoid no matter the distance. Use the Demon Spawns to shield Hayabusa from Dagra Dai's attack by severing a limb and leaving them vulnerable to an Obliteration technique. As soon as Dagra Dai uses the Lightning Bolt or Demon Spire, use an Obliteration technique to avoid the attack. As an alternative, use the Wind Run into Flying Swallow to evade some of Dagra Dai's attacks, however this strategy leaves Hayabusa more vulnerable.

If there are no Demon Spawns to make use of when Dagra Dai attacks, use the Wind Run and Reverse Wind to evade his attacks, coupled with the Flying Swallow. At most angles the Flying Swallow works well to evade Dagra Dai's attacks.

When Dagra Dai floats into the air and remains stationary, out of reach of the Flying Swallow, charge an Ultimate technique. If he comes back down without attacking, immediately use an Ultimate technique.



Mid-Boss Battle: Archfiend-Immature

Close Range Abilities: Demon Beam, Blood Cough

Long Range Abilities: Fist Slam, Mini-Fiends

Recommended Weapon: Fiend's Bane Bow, Lunar Staff

Strategy: The Archfiend's immature form does not pose much of a threat, but the circumstances of the environment turn this into a lengthy battle that requires more endurance than anything else. There is a corpse on the right that replenishes your supply of arrows. Use this any time you are close to it or when you run low on arrows. The Fiend's Bane Bow is the only way to attack the Archfiend, and it is only possible to inflict damage with an Ultimate technique 2 aimed at the Archfiend's head. This can be followed by another Ultimate technique 2 aimed at the sphere in the Archfiend's lower chest. The sphere can only be attacked when it turns blue after an attack to its head. At this point you can use Ninpo to attack it as well.

When the Archfiend lets out a low volume scream, a horde of mini-fiends attack from above. Use the Lunar Staff's Bladed Spider (Ⓨ,Ⓨ) to take out the mini-fiends without taking damage. The Archfiend oftentimes uses the Fist Slam right after sending out Mini-Fiends, so do not attempt to use the Fiend's Bane Bow until you are sure the mini-fiends have be en defeated.

The Archfiend's Fist Slam can easily be avoided by staying on the opposite side of the fist used. It inflicts a significant amount of damage and is not telegraphed, so stay in the middle between attacks to avoid it. Occasionally the Archfiend will use the Fist Slam two times consecutively, either alternating the side or using the same fist twice. Stay in the middle and watch his arms closely after the first Fist Slam to ensure you are not hit by the second.

When the Archfiend lowers its head, it is about to use the Demon Beam. If you have enough time, use an Ultimate technique 2 with the Fiend's Bane Bow. If you have not been charging an Ultimate technique, wait until the head lowers into position, then use a Wind Run to move to the opposite side to avoid the attack.

Between the Archfiend's attacks, always attempt to charge an Ultimate technique 2. The only exception to this is when it uses the Fist Slam after unleashing mini-fiends. After each successful attack, the Archfiend uses Blood Cough. Use the Wind Run or Reverse Wind to move away from your previous position to avoid the attack. It also uses Blood Cough randomly throughout the fight, but it is telegraphed by watching the Archfiend's head as it looks up and appears to be choking.

When the Archfiend reaches approximately 50% health it begins to climb higher in the cave. Run to the left and use the Flying Bird technique to climb all the way up to its new location. You must climb several ledges to reach the Archfiend and continue the battle. When you reach the Archfiend, continue the same strategy as before. The Archfiend uses all of its previous attacks in addition to a Demon Beam that emits from the sphere in its lower chest and an addition to the Fist Slam where the Archfiend sweeps its arm across the ground after slamming its fist down. Avoid this with a well-timed Wind Run.

Defeat the Archfiend for a brief cinematic followed by a boss battle against the true Archfiend.

Boss Battle: Archfiend

Close Range Abilities: Throw, Fist Slam, Demon Beam

Long Range Abilities: Ground Strike, Meteor Volley

Recommended Weapon: Eclipse Scythe - Level 3

Strategy: The final battle is not difficult so long as you have the Eclipse Scythe at Level 3. At a distance, the Archfiend crosses the ground with a constant, but linear attack (Ground Strike), which is easily evaded by moving out of the way as it approaches, or using a well-timed Wind Run. It also launches a volley of meteors at Hayabusa. Run to the right or left, then jump or use the Wind Run as soon as the meteors start to hit the ground.

At close range, the Archfiend uses a modified version of the Demon Beam that sweeps across the stage. Wait until the beam nears Hayabusa, then use the Wind Run to jump over it. If you stand near its arms or at a slight distance, it uses a modified Fist Slam that can hit Hayabusa from quite a distance. Use a jump or Wind Run as soon as you see the fist slam to the ground to avoid this. When Hayabusa is right next to the Archfiend when it is on the ledge, it uses an unblockable throw that inflicts nearly 50% damage to Hayabusa and it is very difficult to see coming. There is a slight pause before the Archfiend uses the throw, but if you aren't prepared to use the Wind Run to avoid it, there's no escape. After a successful throw, the Archfiend walks around on the ground. Attack it here, but be cautious of its feet as it can kick Hayabusa to inflict damage.

Start off the fight with a Flying Sacrifice (while Jumping towards enemy Ⓨ) Use the Wind Run followed immediately by the first two attacks from Immense Raven, followed by three Blood Rain attacks (while Jumping Ⓧ,Ⓧ,Ⓨ,Ⓨ,Ⓨ). This custom combo lifts Hayabusa high into the air, avoiding all of the Archfiend's attacks, while inflicting significant amounts of damage. If you do not have the Eclipse Scythe at Level 3, this combo still works, but it does not inflict as much damage.

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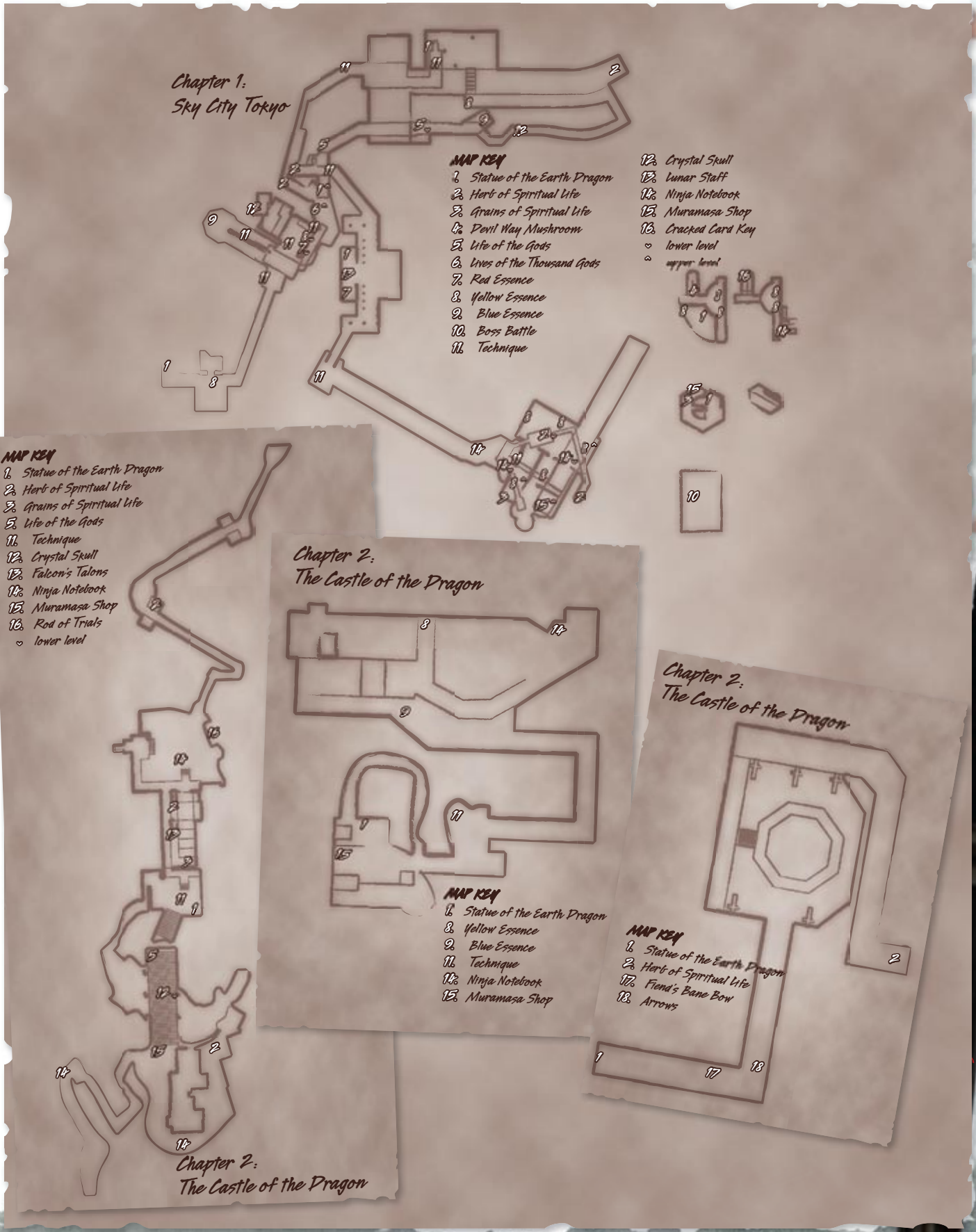
Part Eleven: Maps



NINJA GAIDEN II
Chapter 2:
The Castle of the Dragon
MAP KEY
1. Statue of the Earth Dragon
4. Devil Way Mushroom
6. Lives of the Thousand Gods
15. Muramasa Shop
lower level
MAP KEY
5. Life of the Gods
10. Boss Battle
Chapter 2: The Castle of the Dragon
MAP KEY
1. Statue of the Earth Dragon
2. Herb of Spiritual Life
11. Technique
12. Crystal Skull
16. Arrows
17. Ultramarine Jewel
18. Vermilion Jewel
Chapter 2:
The Castle of the Dragon
MAP KEY
1. Statue of the Earth Dragon
2. Herb of Spiritual Life
3. Grains of Spiritual Life
4. Devil Way Mushroom
7. Red Essence
9. Blue Essence
11. Technique
12. Crystal Skull
14. Notebook
15. Muramasa Shop
16. Arrows
Chapter 3: Thunderclap of Catastrophe
MAP KEY
1. Statue of the Earth Dragon
4. Devil Way Mushroom
7. Red Essence
15. Muramasa Shop
18. Arrows
Chapter 4:
A Captive Goddess
MAP KEY
1. Statue of the Earth Dragon
2. Herb of Spiritual Life
3. Grains of Spiritual Life
5. Life of the Gods
7. Red Essence
10. Boss Battle
12. Crystal Skull
15. Muramasa Shop
16. Arrows
17. Jewel of the Demon Seal
18. Incendiary Shurikens
Chapter 4:
A Captive Goddess
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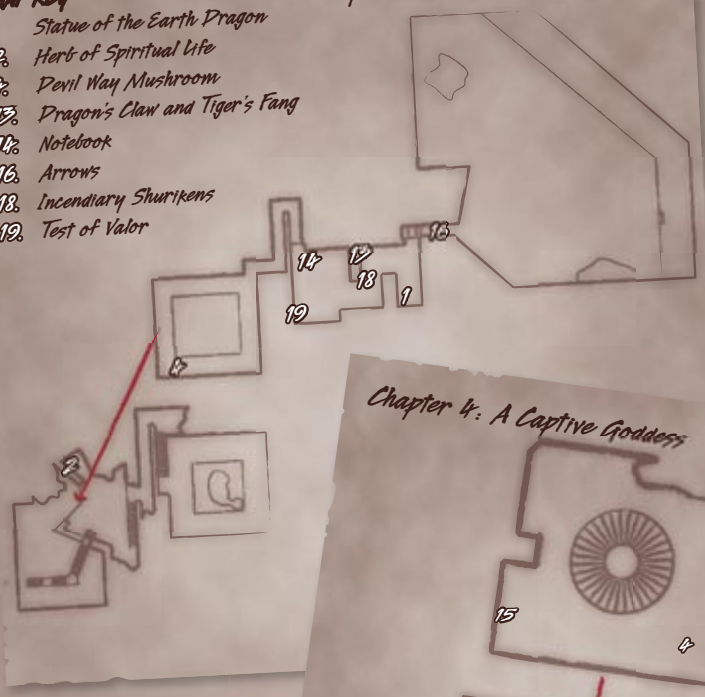
Chapter 4: A Captive Goddess

MAP KEY

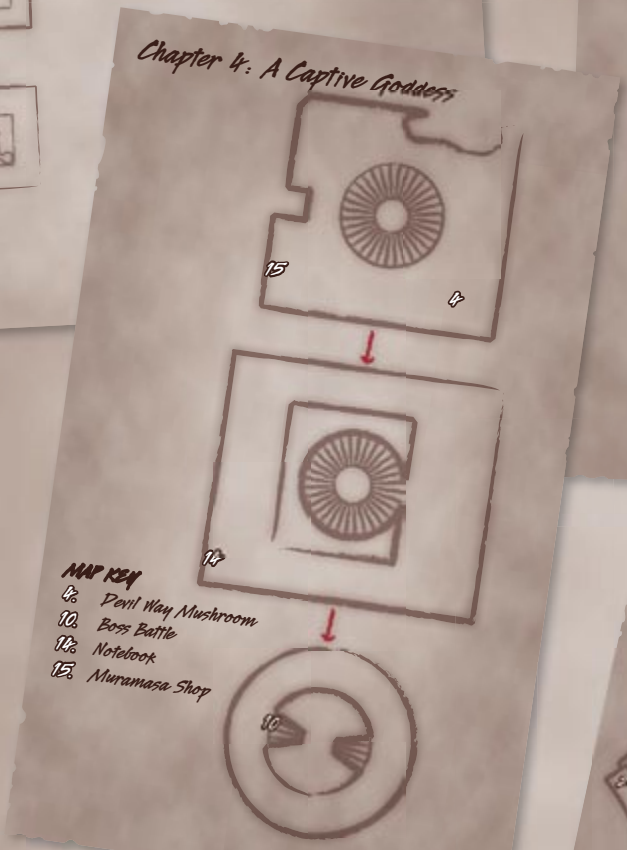
1. Statue of the Earth Dragon
2. Herb of Spiritual Life
4. Devil Way Mushroom
13. Dragon's Claw and Tiger's Fang
14. Notebook
16. Arrows
18. Incendiary Shurikens
19. Test of Valor



Chapter 4: A Captive Goddess

MAP KEY

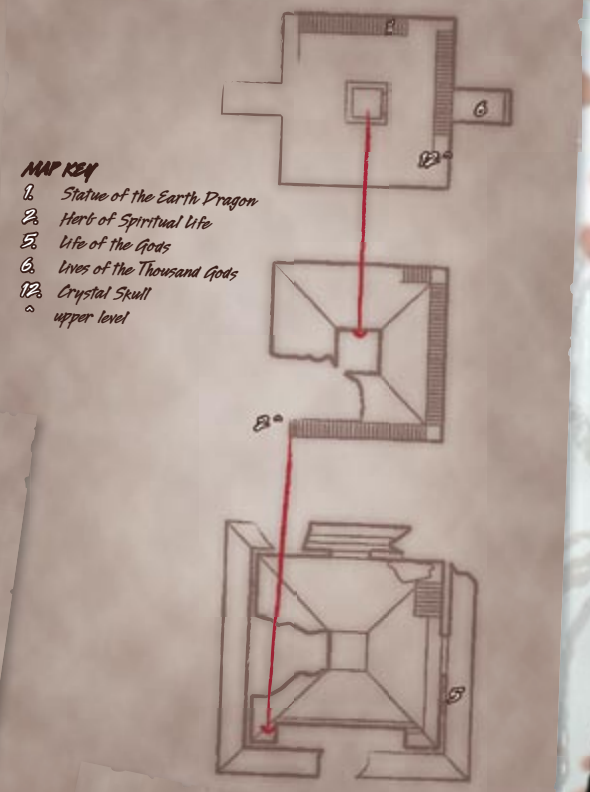
4. Devil Way Mushroom
10. Boss Battle
14. Notebook
15. Muramasa Shop



Chapter 4: A Captive Goddess

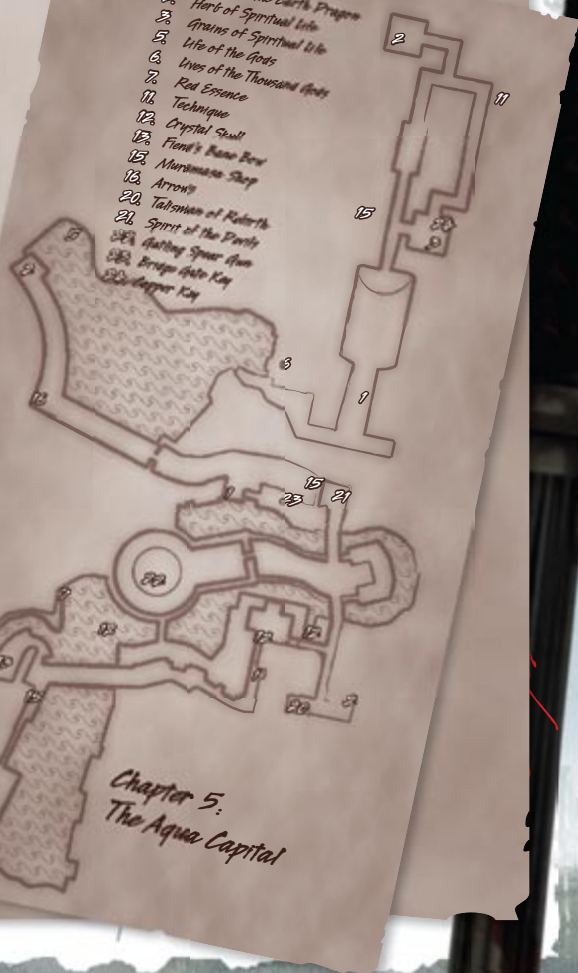
MAP KEY

1. Statue of the Earth Dragon
2. Herb of Spiritual Life
5. Life of the Gods
6. Lives of the Thousand Gods
12. Crystal Skull
^ upper level



MAP KEY

1. Statue of the Earth Dragon
2. Herb of Spiritual Life
3. Grains of Spiritual Life
5. Life of the Gods
6. Lives of the Thousand Gods
7. Red Essence
11. Technique
12. Crystal Skull
13. Fiend's Bone Bow
15. Muramasa Shop
16. Arrows
20. Talisman of Rebirth
21. Spirit of the Devils
[illegible] Hunting Spear Gun
[illegible] Bronze Gate Key
[illegible] Dagger Key

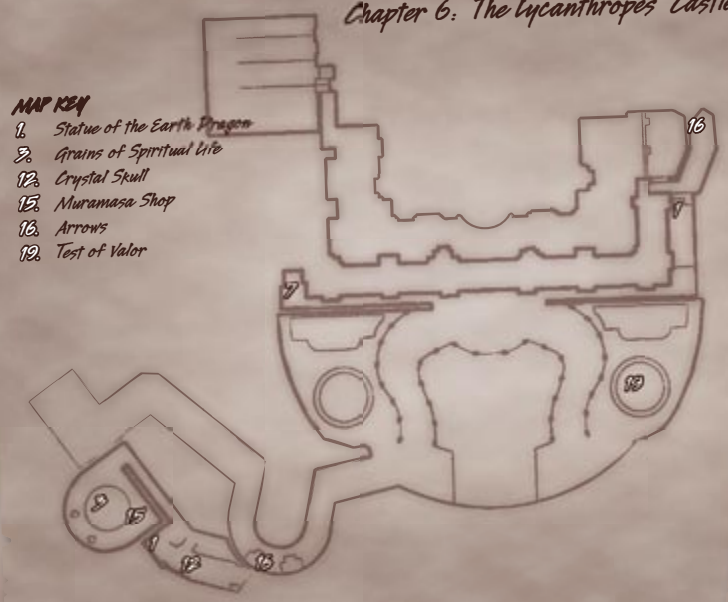


Chapter 5: The Aqua Capital

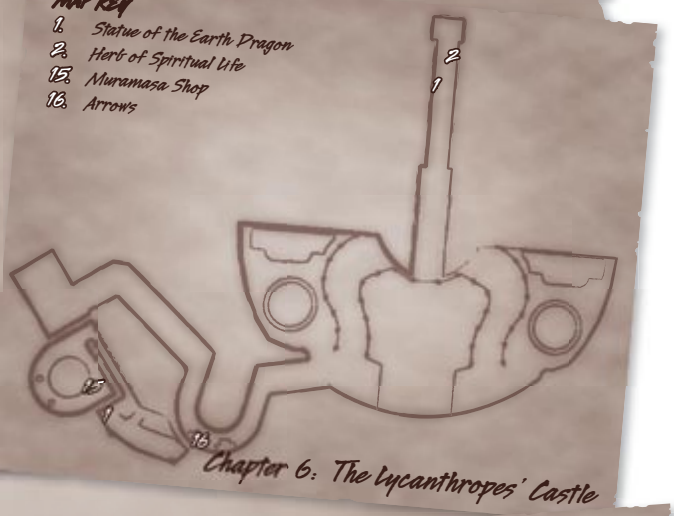
MAP KEY

1. Statue of the Earth Dragon
2. Herb of Spiritual Life
3. Grains of Spiritual Life
4. Devil Way Mushroom
5. Life of the Gods
7. Red Essence
8. Yellow Essence
10. Boss Battle
12. Crystal Skull
15. Muramasa Shop
17. Test of Valor
20. Skull Key
21. Jewel of the Demon Seal
^ upper level

Chapter 6: The Lycanthropes' Castle



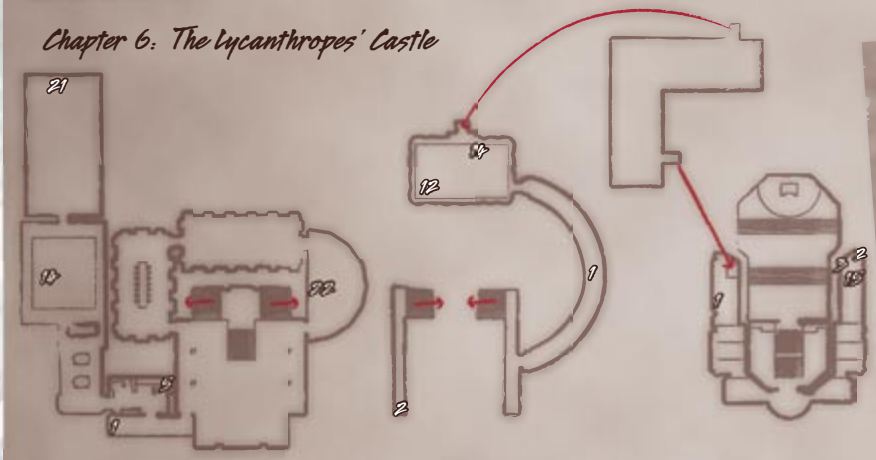
MAP KEY
1. Statue of the Earth Dragon
3. Grains of Spiritual Life
12. Crystal Skull
15. Muramasa Shop
16. Arrows
19. Test of Valor



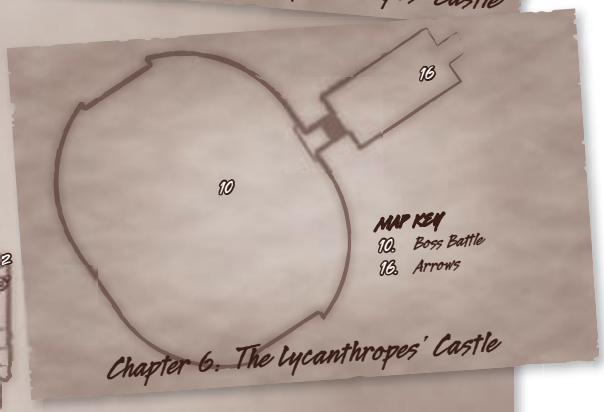
MAP KEY
1. Statue of the Earth Dragon
2. Herb of Spiritual Life
15. Muramasa Shop
16. Arrows

Chapter 6: The Lycanthropes' Castle

Chapter 6: The Lycanthropes' Castle

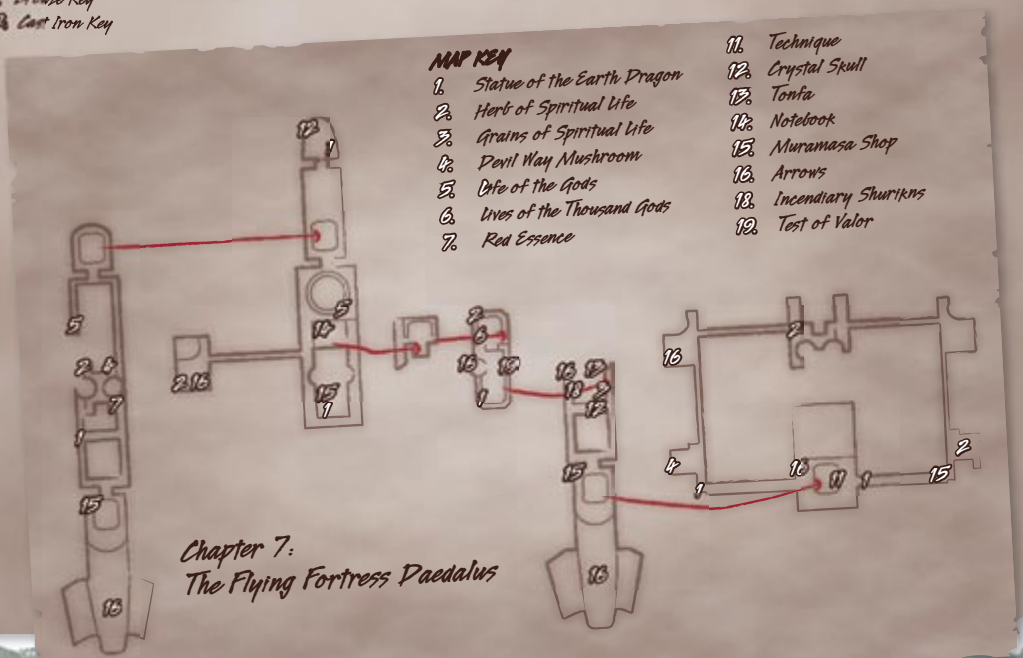


MAP KEY
1. Statue of the Earth Dragon
2. Herb of Spiritual Life
3. Grains of Spiritual Life
5. Life of the Gods
12. Crystal Skull
14. Notebook
15. Muramasa Shop
20. Bronze Key
20a. Cast Iron Key



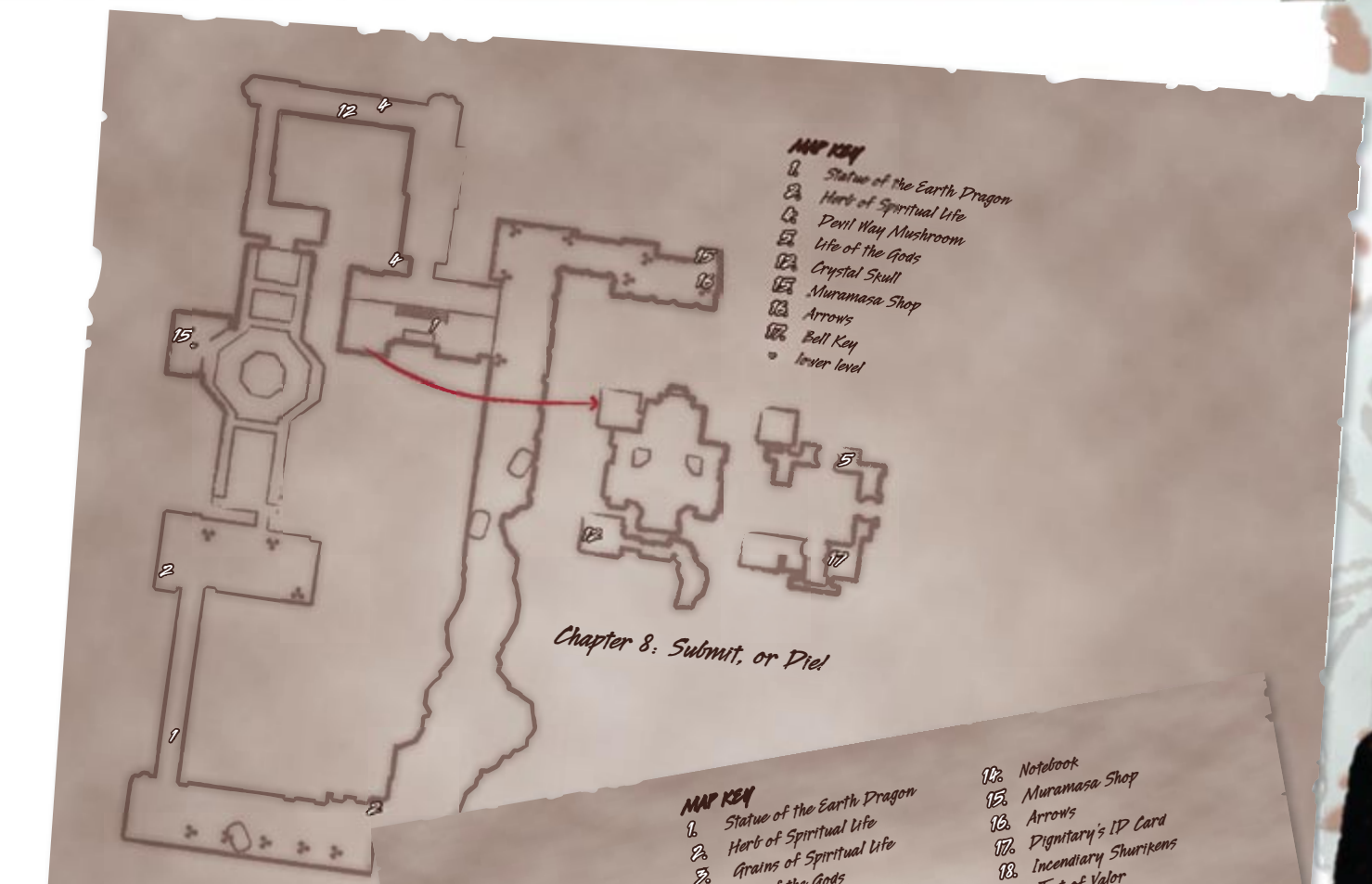
MAP KEY
10. Boss Battle
16. Arrows

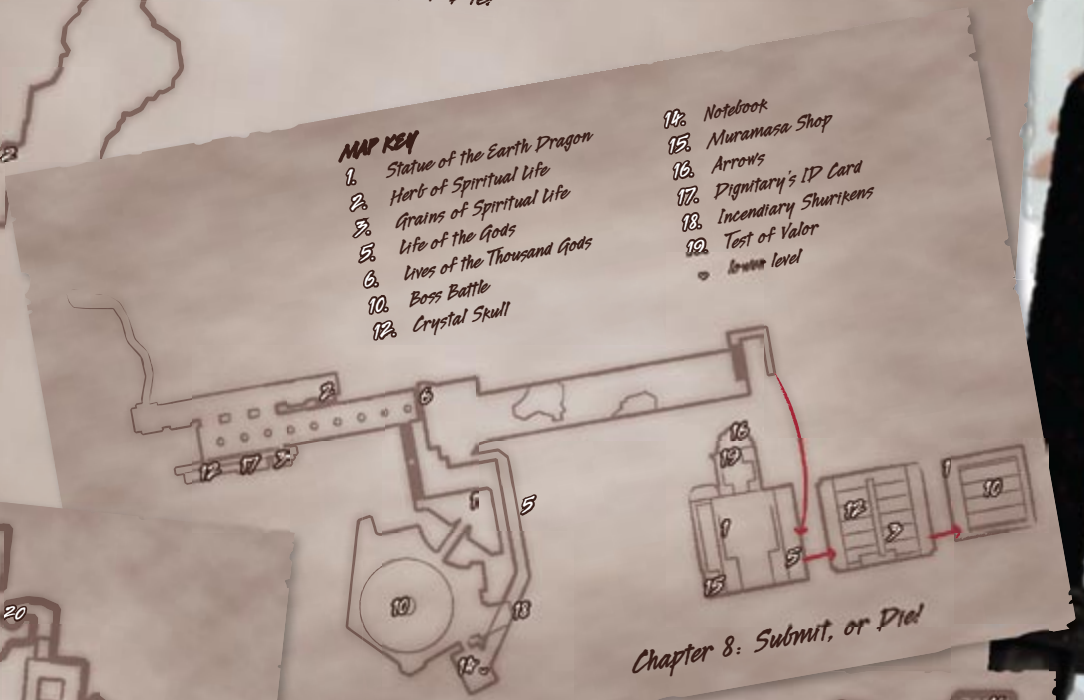
Chapter 6: The Lycanthropes' Castle



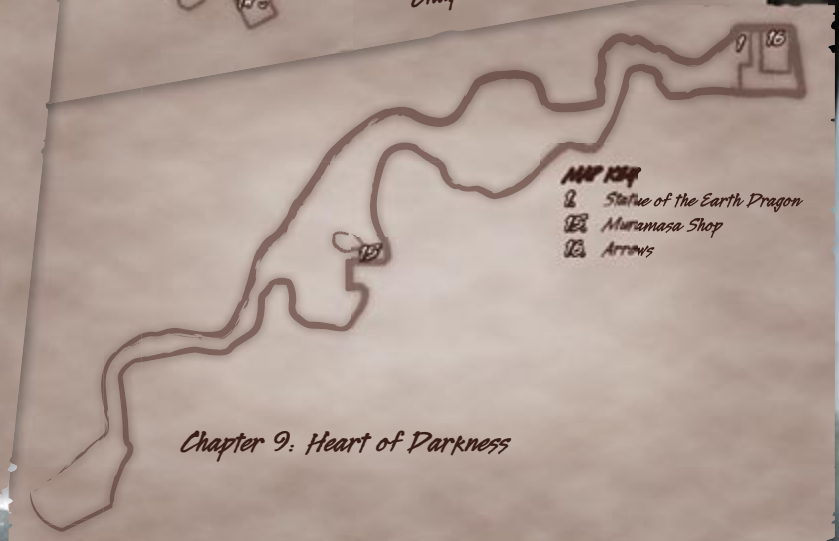
MAP KEY
1. Statue of the Earth Dragon
2. Herb of Spiritual Life
3. Grains of Spiritual Life
4. Devil Way Mushroom
5. Life of the Gods
6. Lives of the Thousand Gods
7. Red Essence
11. Technique
12. Crystal Skull
13. Tonfa
14. Notebook
15. Muramasa Shop
16. Arrows
18. Incendiary Shurikns
19. Test of Valor

Chapter 7: The Flying Fortress Daedalus


MAP KEY
1. Statue of the Earth Dragon
2. Herb of Spiritual Life
4. Devil Way Mushroom
5. Life of the Gods
12. Crystal Skull
15. Muramasa Shop
16. Arrows
17. Bell Key
lower level
Chapter 8: Submit, or Die!

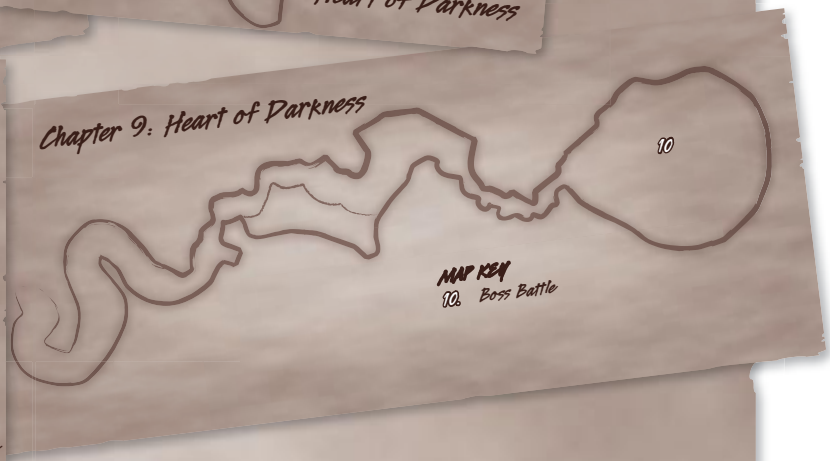

MAP KEY
1. Statue of the Earth Dragon
2. Herb of Spiritual Life
3. Grains of Spiritual Life
5. Life of the Gods
6. Lives of the Thousand Gods
10. Boss Battle
12. Crystal Skull
14. Notebook
15. Muramasa Shop
16. Arrows
17. Dignitary's ID Card
18. Incendiary Shurikens
19. Test of Valor
lower level
Chapter 8: Submit, or Die!

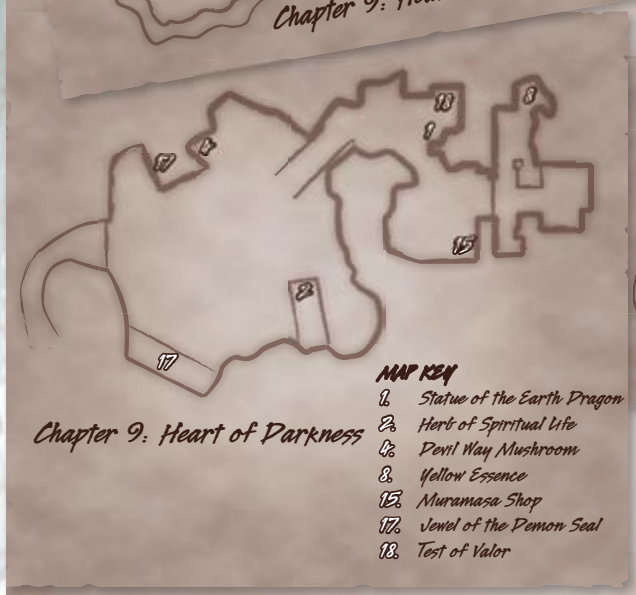
MAP KEY
1. Statue of the Earth Dragon
2. Herb of Spiritual Life
4. Devil Way Mushroom
5. Life of the Gods
7. Red Essence
8. Yellow Essence
9. Blue Essence
12. Crystal Skull
16. Arrows
20. Jade Mask
Chapter 9: Heart of Darkness


MAP KEY
2. Statue of the Earth Dragon
15. Muramasa Shop
16. Arrows
Chapter 9: Heart of Darkness

MAP KEY
1. Statue of the Earth Dragon
8. Yellow Essence
12. Crystal Skull
15. Muramasa Shop
8
1
12
15
Chapter 9: Heart of Darkness

MAP KEY
1. Statue of the Earth Dragon
12. Crystal Skull
1
12
Chapter 9:
Heart of Darkness


Chapter 9: Heart of Darkness
10
MAP KEY
10. Boss Battle


18
8
1
17
15
2
17
Chapter 9: Heart of Darkness
MAP KEY
1. Statue of the Earth Dragon
2. Herb of Spiritual Life
4. Devil Way Mushroom
8. Yellow Essence
15. Muramasa Shop
17. Jewel of the Demon Seal
18. Test of Valor

Chapter 10: The Temple of Sacrifice
MAP KEY
1. Statue of the Earth Dragon
2. Herb of Spiritual Life
7. Red Essence
12. Crystal Skull
15. Muramasa Shop
18. Incendiary Shurikens
15
2
1
7
17
17

MAP KEY
1. Statue of the Earth Dragon
2. Herb of Spiritual Life
5. Life of the Gods
8. Yellow Essence
12. Crystal Skull
13. Arrows
17. Jewel of the Demon Seal
18. Test of Valor
19. Bone Relief
16
12
5
17
16
18
1
2
16
8
19
Chapter 10: The Temple of Sacrifice

Chapter 10: The Temple of Sacrifice

MAP KEY
1. Statue of the Earth Dragon
3. Grains of Spiritual Life
7. Red Essence
10. Boss Battle
15. Muramasa Shop

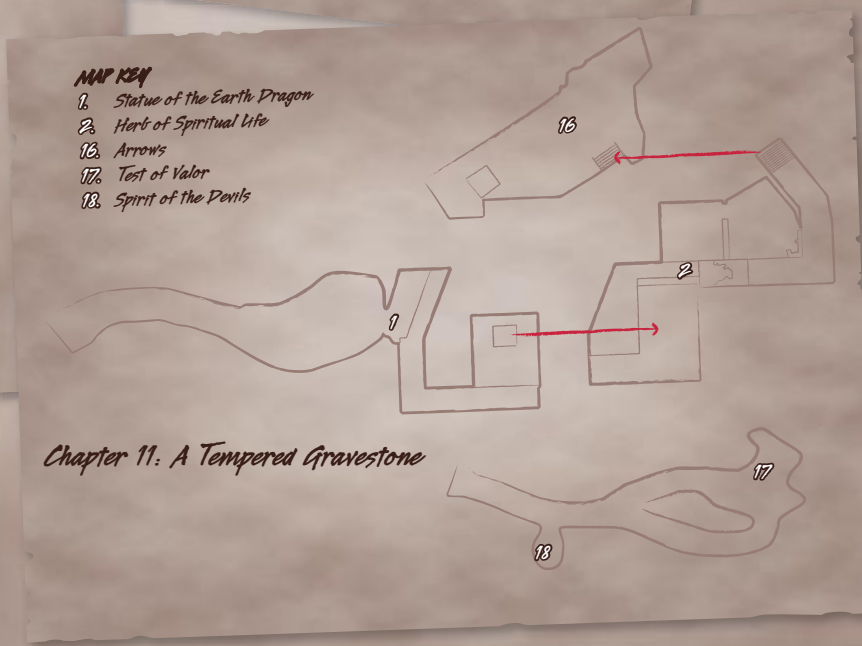
MAP KEY
1. Statue of the Earth Dragon
13. Windmill Shuriken
15. Muramasa Shop
18. Jizo Statue Head
19. Kureha's Room Key

Chapter 11: A Tempered Gravestone

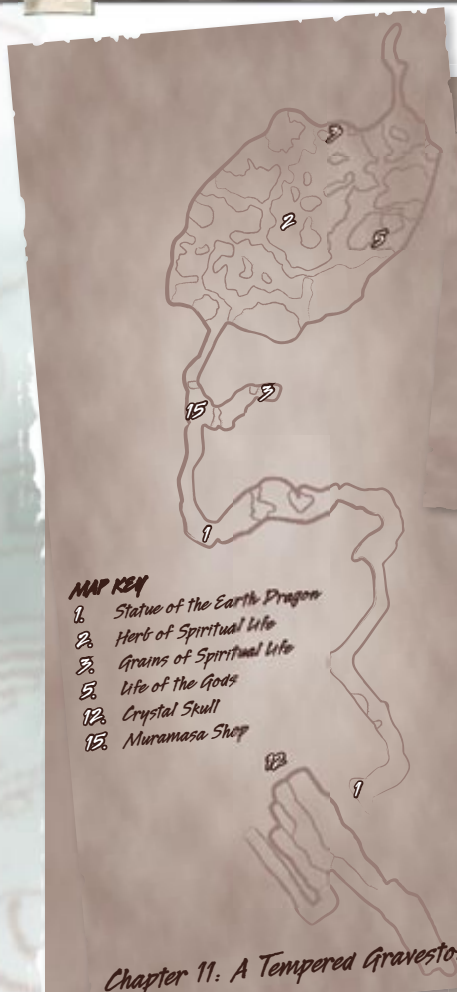
MAP KEY
1. Statue of the Earth Dragon
2. Herb of Spiritual Life
3. Grains of Spiritual Life
7. Red Essence
12. Crystal Skull

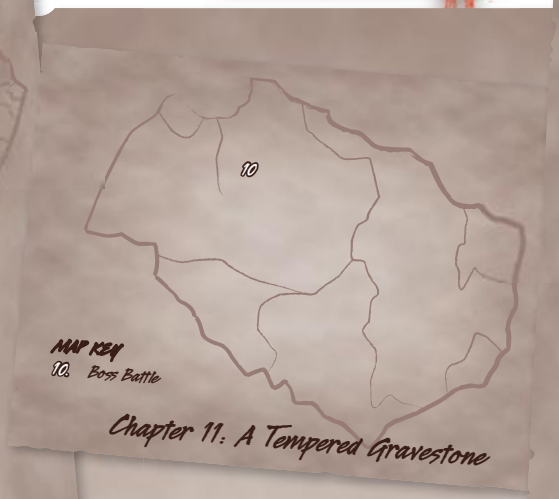
Chapter 11: A Tempered Gravestone

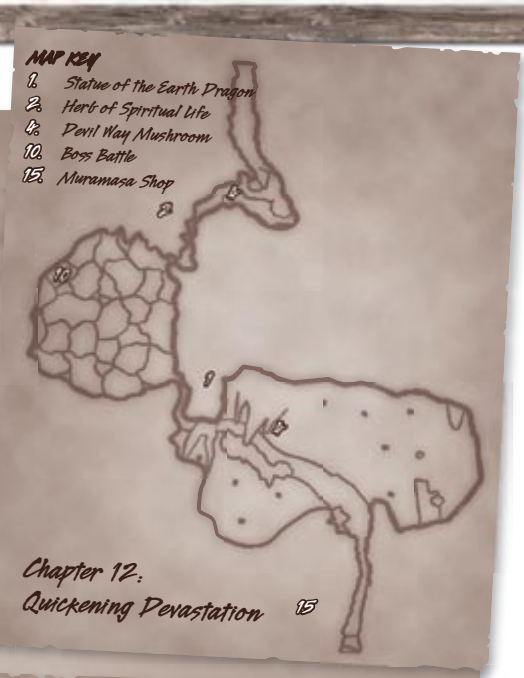
MAP KEY
1. Statue of the Earth Dragon
2. Herb of Spiritual Life
16. Arrows
17. Test of Valor
18. Spirit of the Devils

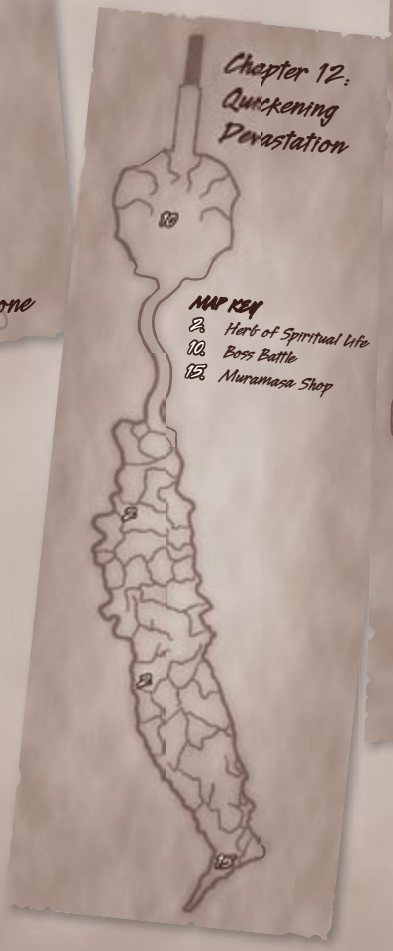


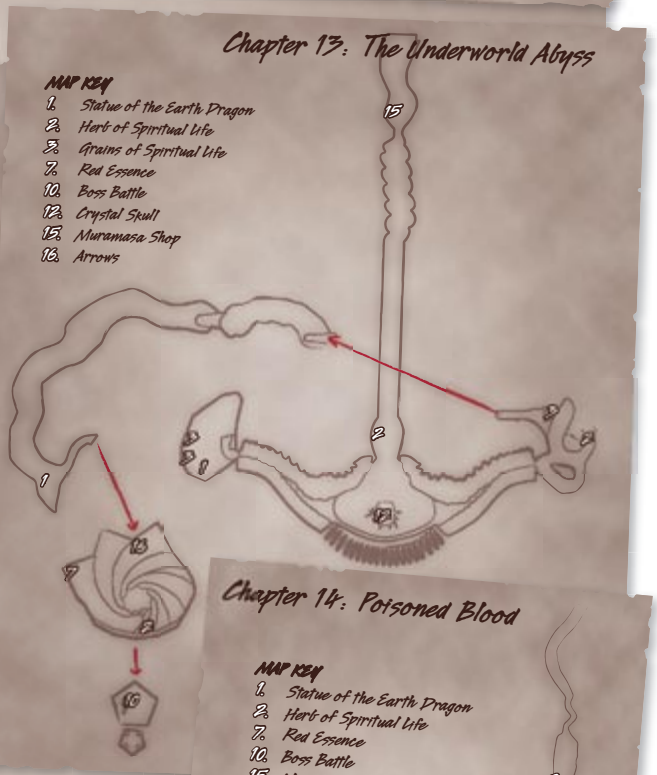
Chapter 11: A Tempered Gravestone

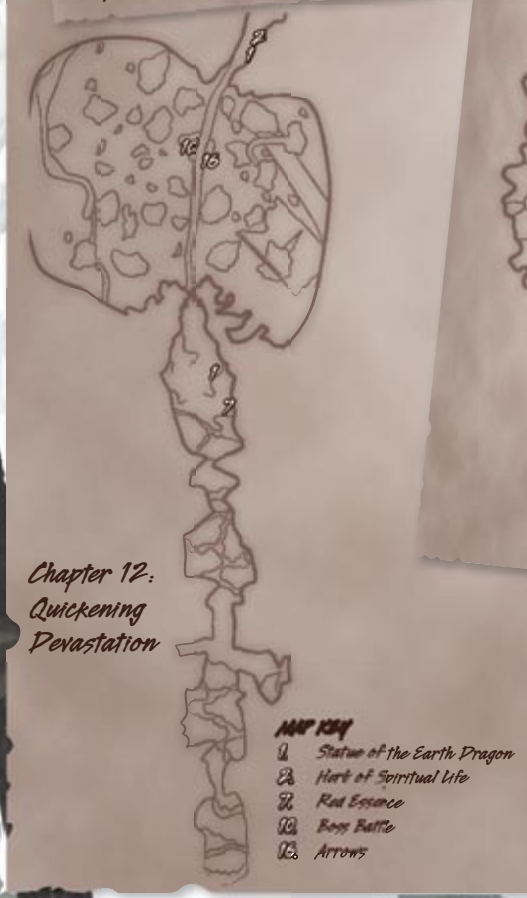

MAP KEY
1. Statue of the Earth Dragon
2. Herb of Spiritual Life
3. Grains of Spiritual Life
5. Life of the Gods
12. Crystal Skull
15. Muramasa Shop
Chapter 11: A Tempered Gravestone

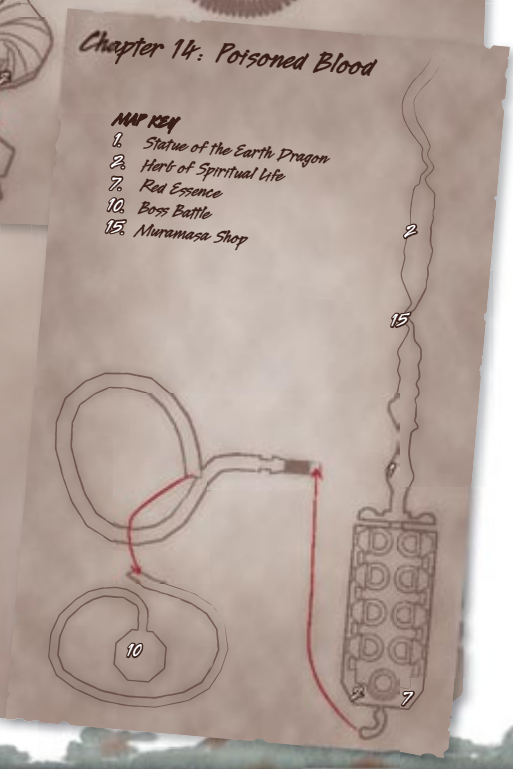

MAP KEY
10. Boss Battle
Chapter 11: A Tempered Gravestone


MAP KEY
1. Statue of the Earth Dragon
2. Herb of Spiritual Life
4. Devil Way Mushroom
10. Boss Battle
15. Muramasa Shop
Chapter 12: Quickening Devastation

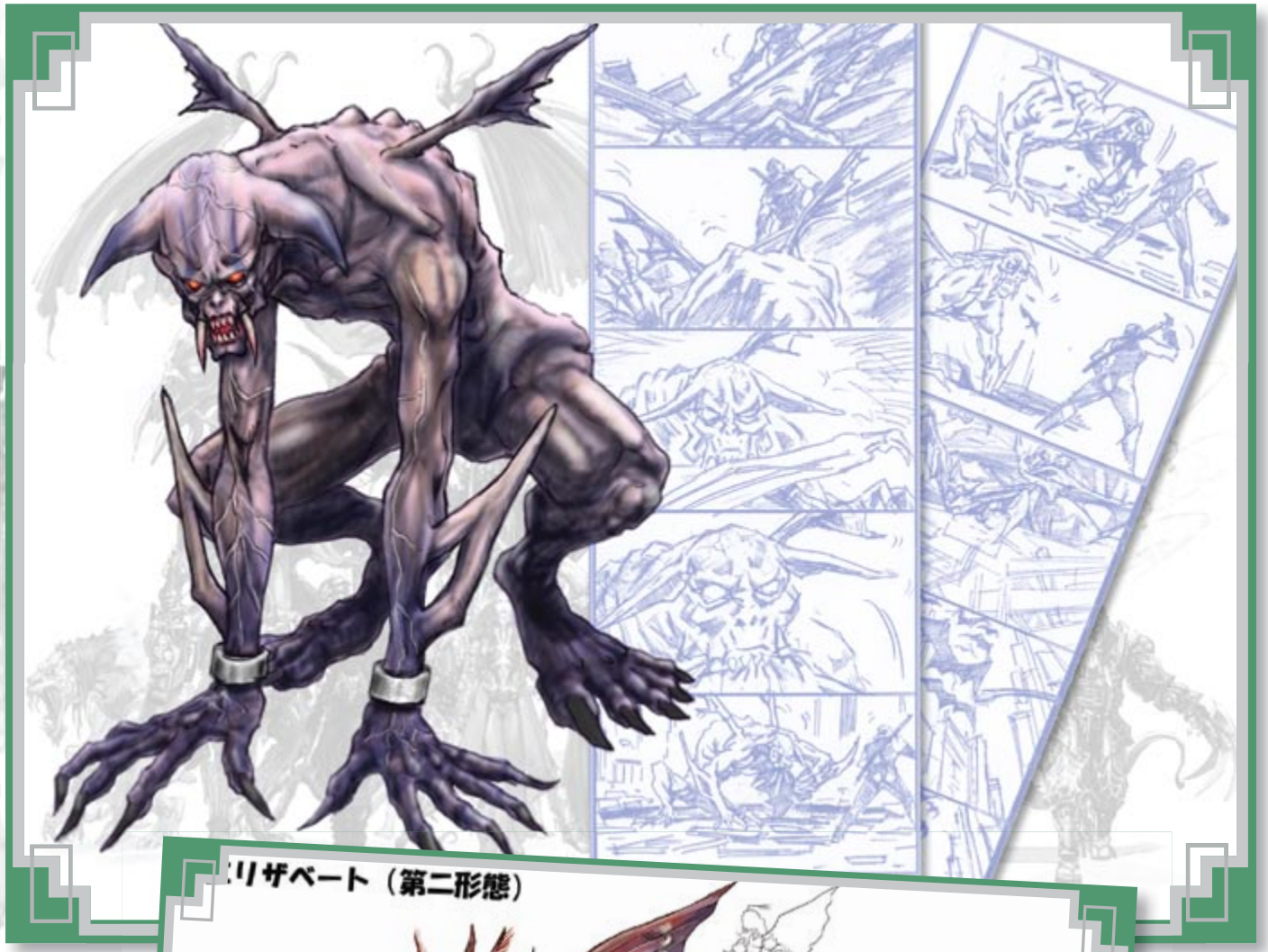

Chapter 12: Quickening Devastation
MAP KEY
2. Herb of Spiritual Life
10. Boss Battle
15. Muramasa Shop


Chapter 13: The Underworld Abyss
MAP KEY
1. Statue of the Earth Dragon
2. Herb of Spiritual Life
3. Grains of Spiritual Life
7. Red Essence
10. Boss Battle
12. Crystal Skull
15. Muramasa Shop
16. Arrows


Chapter 12: Quickening Devastation
MAP KEY
1. Statue of the Earth Dragon
2. Herb of Spiritual Life
7. Red Essence
10. Boss Battle
12. Arrows


Chapter 14: Poisoned Blood
MAP KEY
1. Statue of the Earth Dragon
2. Herb of Spiritual Life
7. Red Essence
10. Boss Battle
15. Muramasa Shop

Ninja Gaiden 2 Concept Art



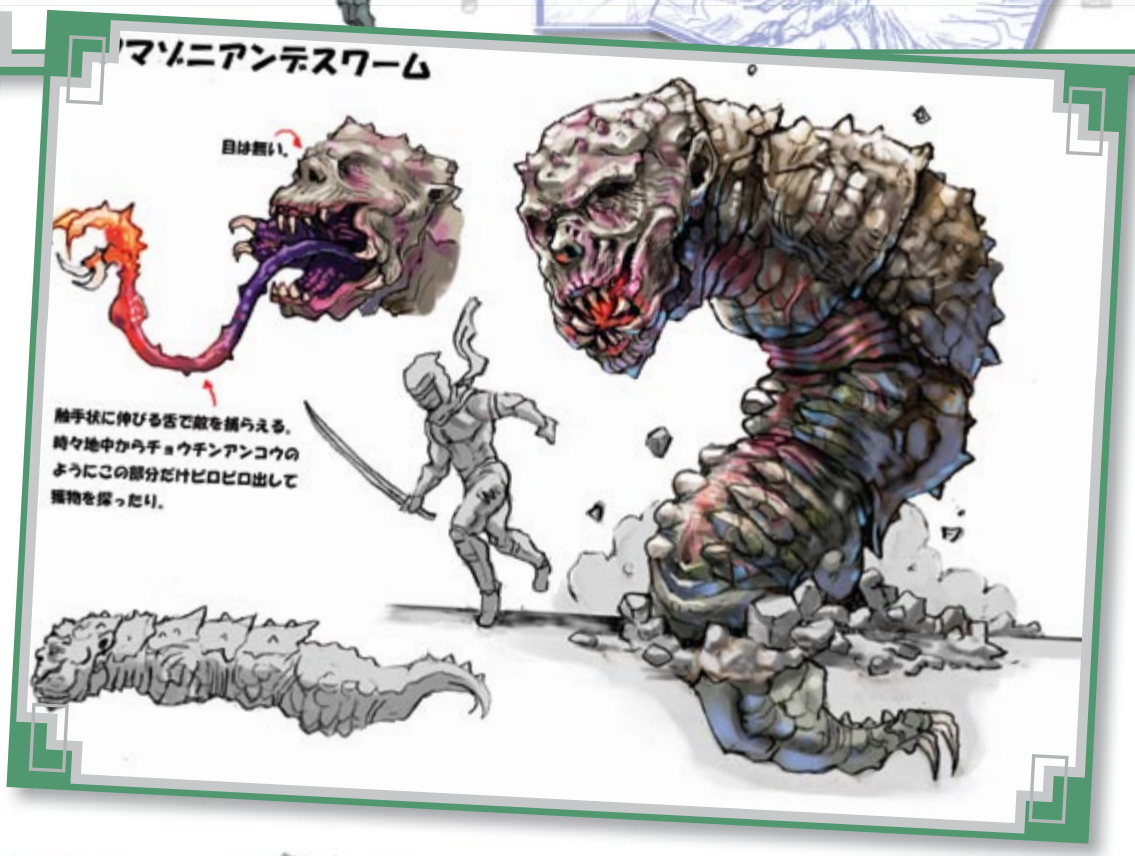
リザベート（第二形態）

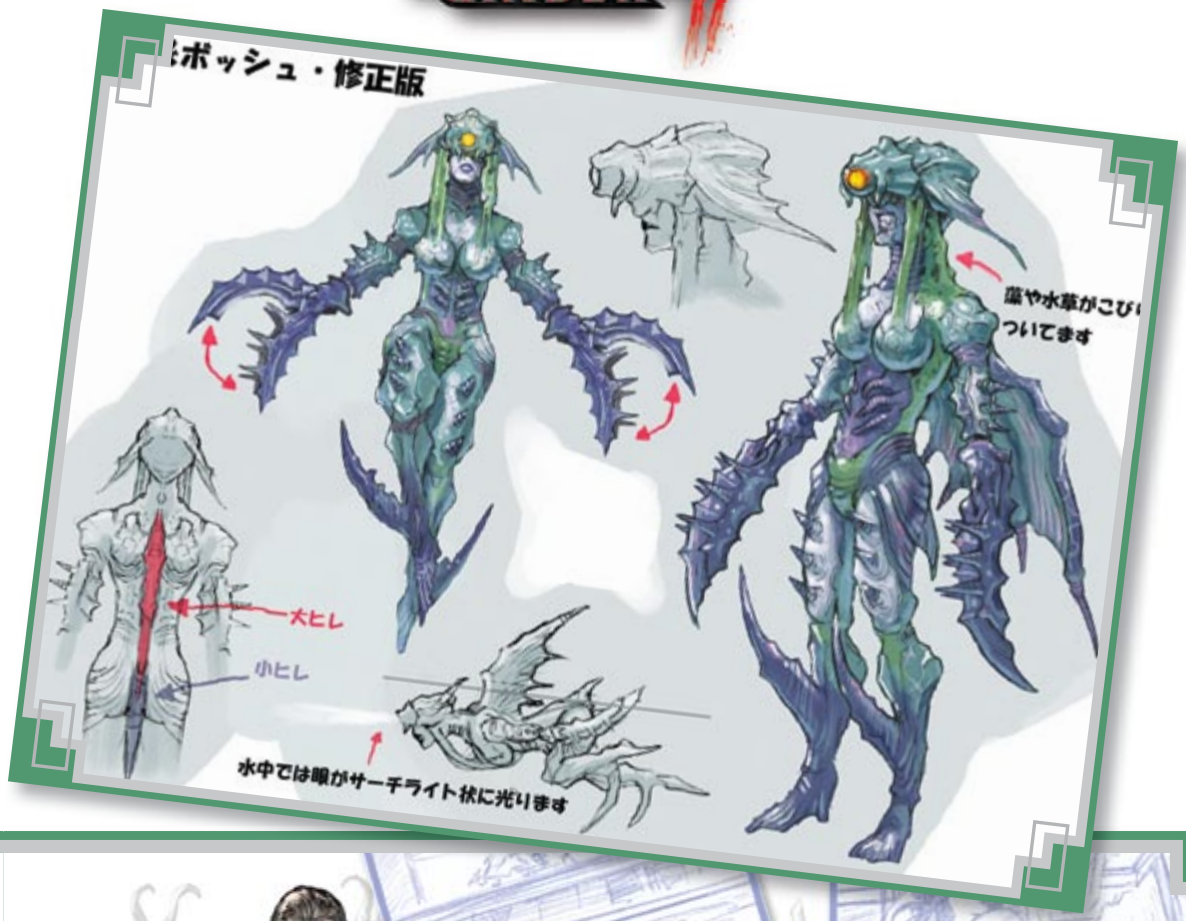
戦闘後半、下半身が
破壊された状態。
身に纏っていた赤い服が
変化して出来た組の羽根。
牙がより長く。
背骨と尻尾は繋がっている。

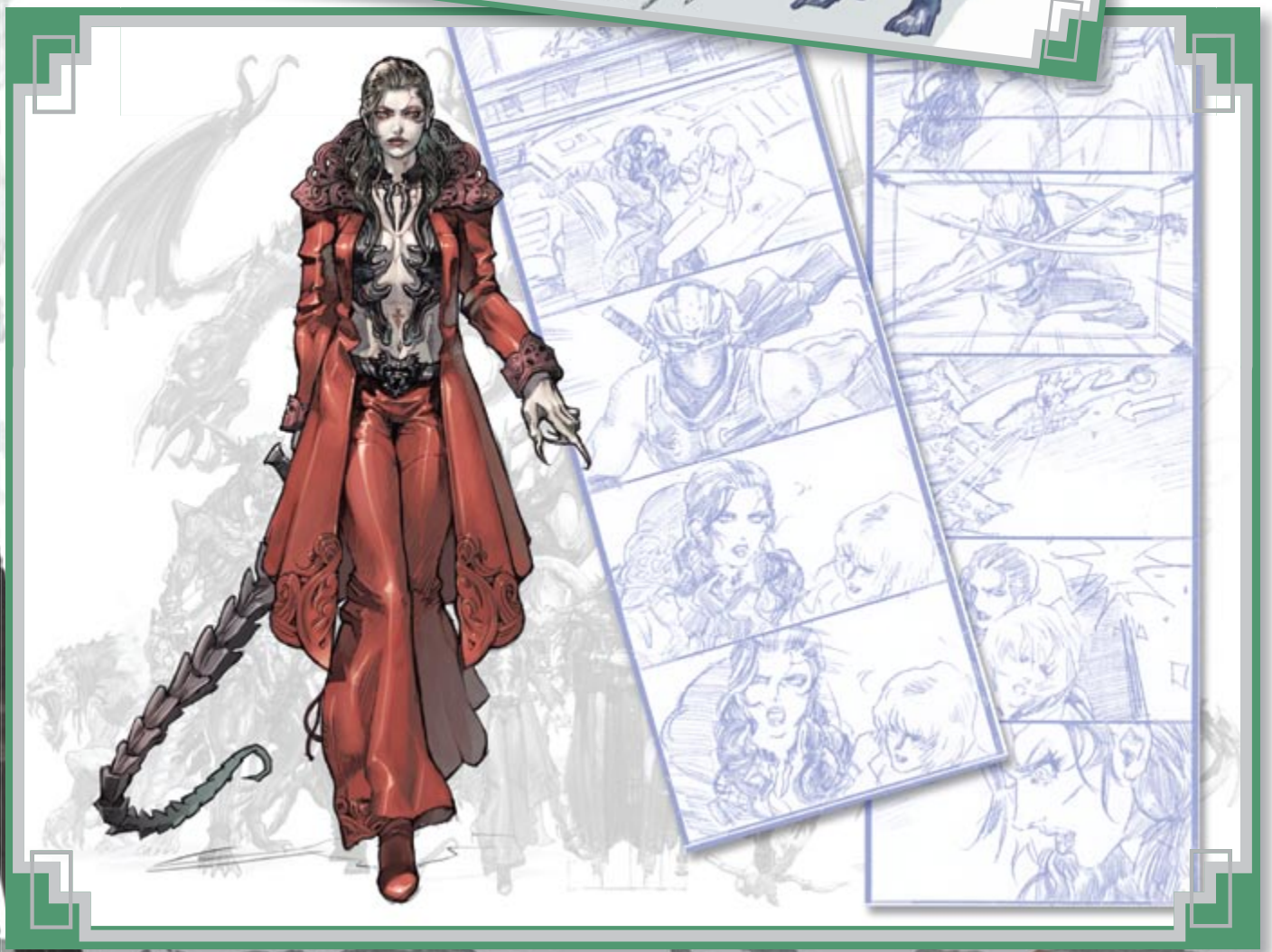
カイラ
右目に眼帯
炎の竜と化したマフラーを操る忍術。
手甲の刃は、折りたたみ式

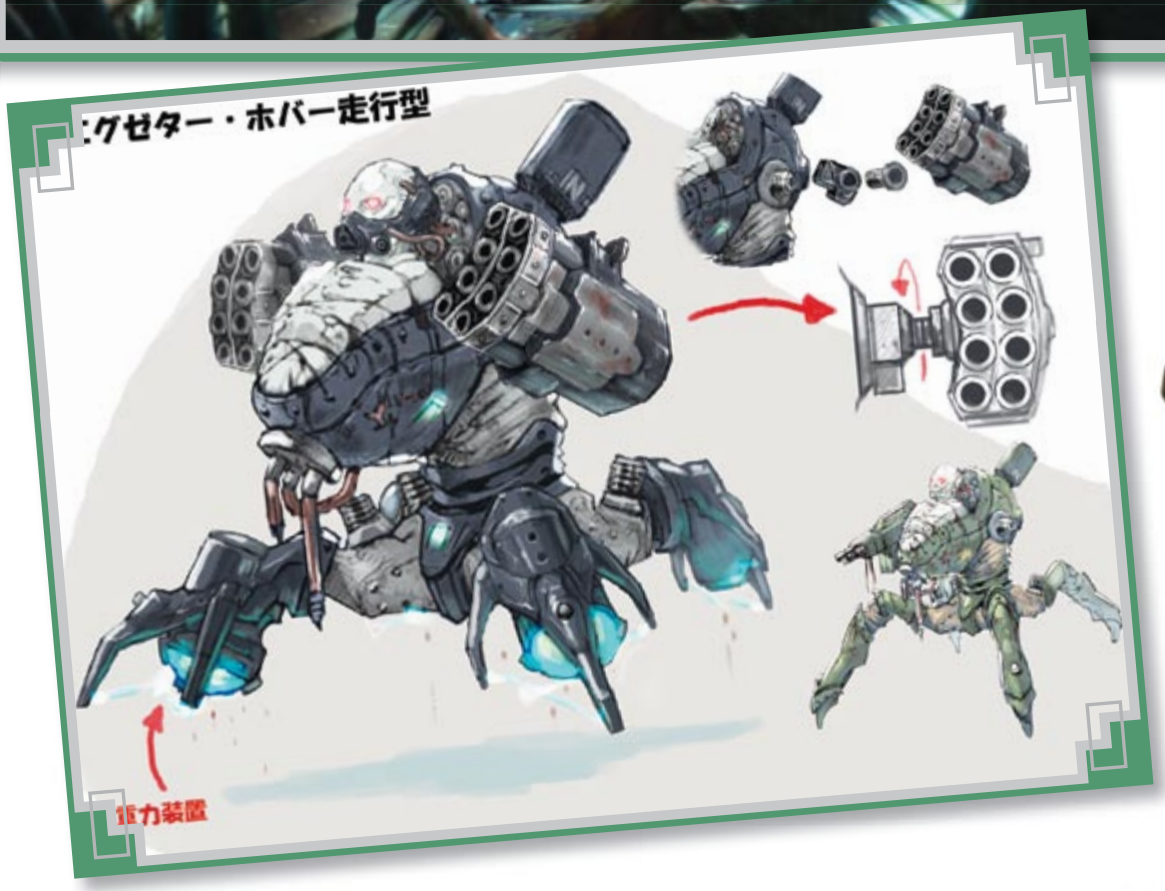
クール・両手武器
チェインソウ（右手
大砲（左手）

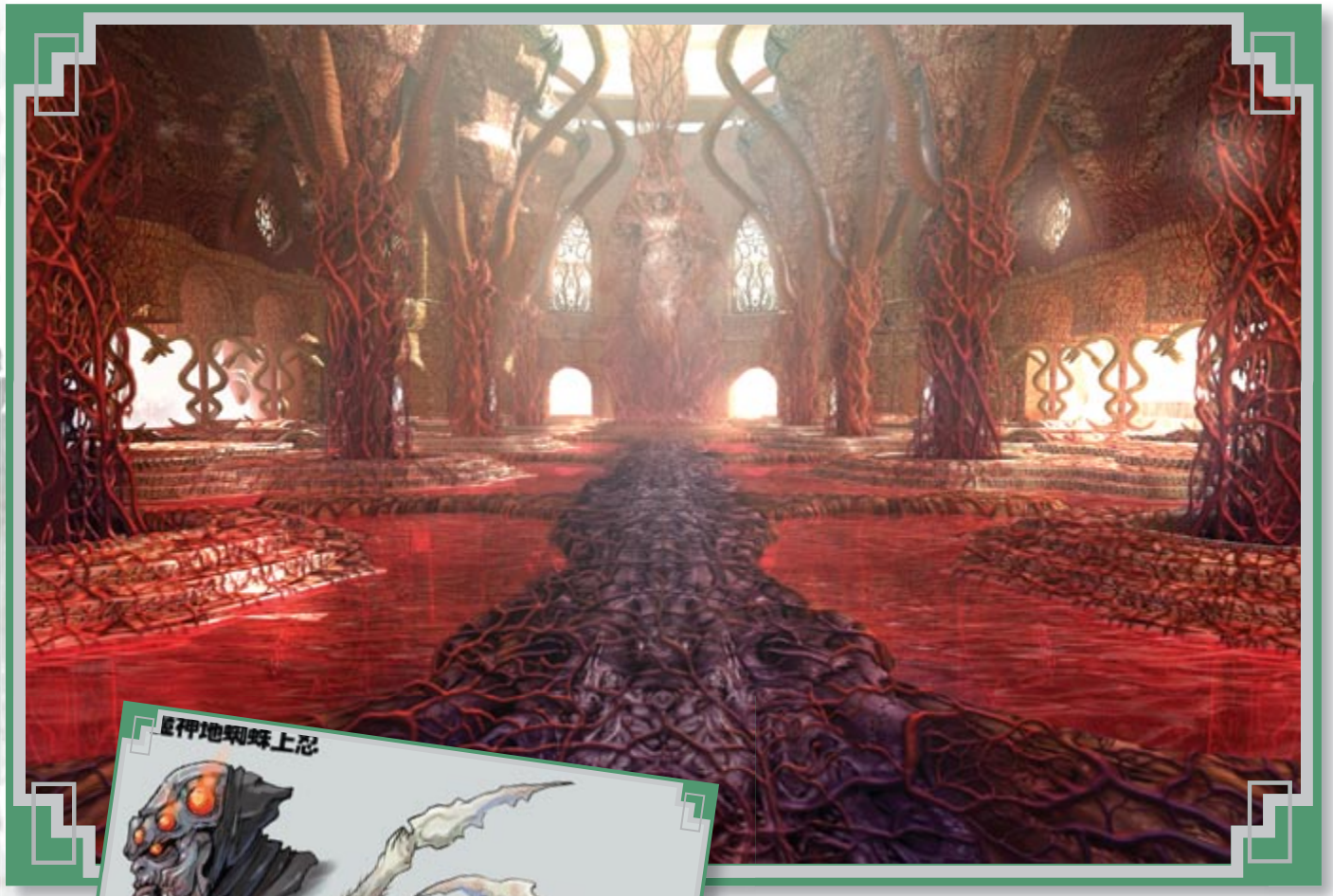
ソニア

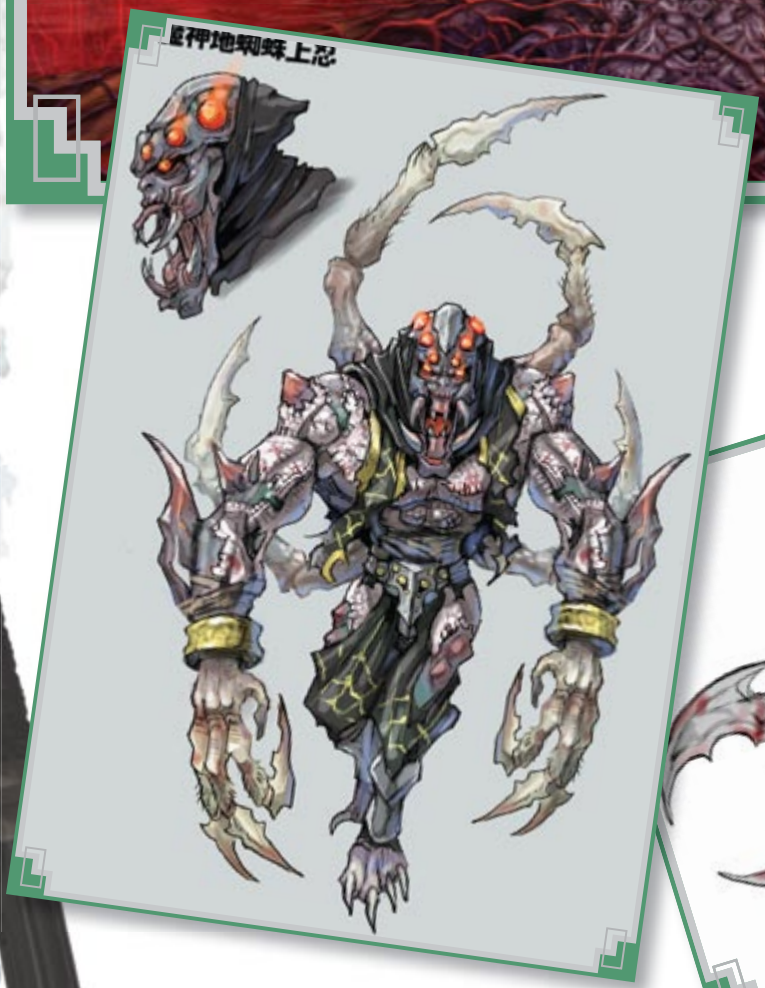

マゾニアンデスワーム
目は割い。
触手状に伸びる舌で敵を捕らえる。
時々地中からチョウチンアンコウの
ようにこの部分だけピロピロ出して
獲物を探ったり。

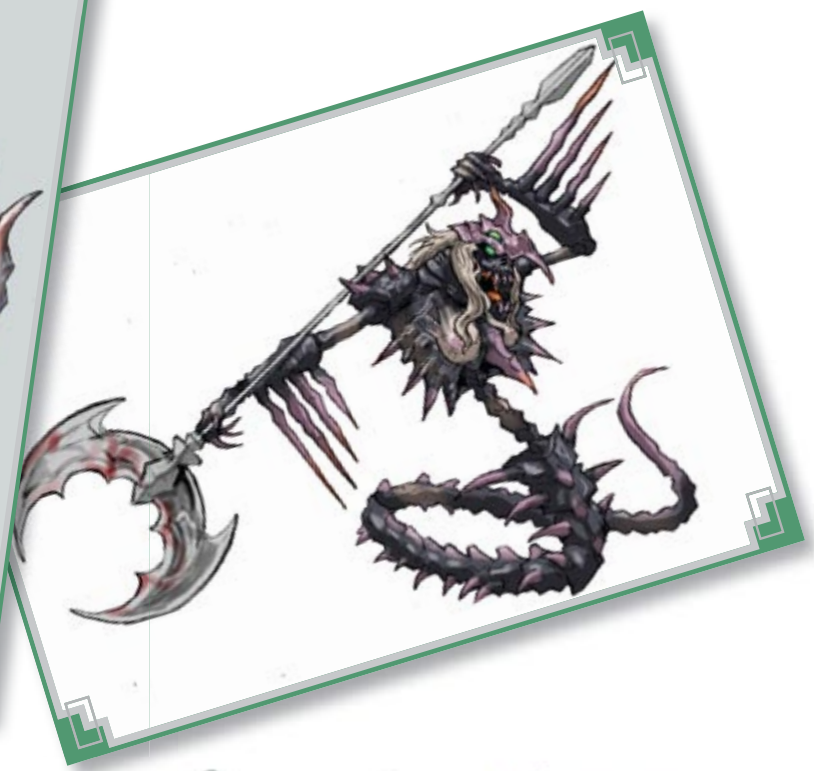

ボッシュ・修正版
大ヒレ
小ヒレ
水中では眼がサーチライト状に光ります
ついてます




:クゼター・ホバー走行型
重力装置




壓押地刺蜂上忍



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Unleashed!